

The cover art features a close-up of Tifa Lockhart with her signature blonde hair and blue eyes, looking directly at the viewer. She is wearing a white dress with a blue sash. In the foreground, the head of a chocobo is visible, looking towards the camera. The background is a soft, ethereal blue and purple glow, suggesting a magical or dreamlike atmosphere. The title text is centered over the image.

**FINAL FANTASY X | X-2**  
**HD Remaster**



by KBG GUIDES

# FINAL FANTASY X | X-2

HD Remaster



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FINAL FANTASY X

Game Basics. . . . .	2
Characters & Aeons . . . . .	12
Items and Equipment. . . . .	18
Walkthrough . . . . .	22
Side Quests & Secrets. . . . .	75
Blitzball . . . . .	90
Bestiary . . . . .	116

FINAL FANTASY X-2

Characters. . . . .	168
Garment Grids & Dresspheres . . . . .	170
Accessories & Items. . . . .	191
Game System . . . . .	196
Chapter Primer. . . . .	211
Walkthrough	
Chapter 1. . . . .	212
Chapter 2. . . . .	234
Chapter 3. . . . .	256
Chapter 4. . . . .	269
Chapter 5 . . . . .	274
100% Checklist . . . . .	294
Mini-Games . . . . .	298
Last Mission. . . . .	333
Trophies . . . . .	335
Fiends . . . . .	336











# Game Basics

## EXPLORATION BASICS

### Acquiring Items

One of the best ways to master FINAL FANTASY X is to explore every location thoroughly. Open every door, and speak to every character multiple times to make sure you hear everything they have to say. Many of the characters you encounter offer helpful items to aid in your journey.

You can speak to other characters by pressing  $\otimes$ . You also use  $\otimes$  to search for useful items, open treasure chests, perform certain actions, and confirm menu choices.



### Save Spheres

You can save your game at any Save Sphere. Each time you examine a Save Sphere by pressing  $\otimes$ , your entire party's HP and MP is completely replenished. You don't need to save your game to heal, but you should save as often as possible. As the game progresses, Save Spheres will have new options, such as allowing you to play the blitzball mini-game.



### Overhead Map

The area where the party is currently located is displayed on the overhead map. You can turn this function on and off in the Config menu. The map indicates where you can enter and exit an area. Exits are highlighted with green markers, Save Spheres are highlighted with white markers, and a red arrow indicates the direction you should travel next.



### Side Quests and Backtracking



Most of your adventure takes place on foot, jogging and walking from one location to the next. But at a later point in the journey, you'll gain access to an airship that lets you return to previously visited areas to pursue new side quests or acquire previously inaccessible items. Some mini-games are updated throughout your quest, so revisit them when you get a chance.

### Blitzball

After a certain point in the game, you're able to play the blitzball mini-game from any Save Sphere. Blitzball has a tremendous amount of depth, and interested players can sink a great deal of time into it.

You can recruit players for your blitzball team during your journey by talking to certain characters with  $\otimes$ . Playing blitzball beyond the first match isn't mandatory, but it is the only way to acquire certain rare items.





# COMBAT BASICS

## Battle Mode

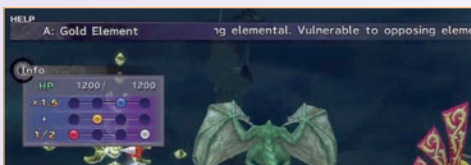
When a battle occurs, combat proceeds in a turn-based fashion. When the party's turn comes up, the battle will wait for you to input your next command. After you defeat an enemy, Ability Points are awarded to all the characters who participated in the fight.



## Info Bar and Help Window

The bar at the top of the screen displays useful information about enemy behavior and what various commands do. You can turn it on or off by pressing **SELECT**.

The Help window displays additional information when the Sensor ability is equipped, or when Scan has been cast on an enemy. You can disable the Help window in the Config menu.



## Party Status

The party's status appears in the bottom-right corner of the battle screen. It shows each character's HP, MP, and Overdrive gauge. A character's name changes from white to yellow when the character's HP falls beneath half his or her max HP.



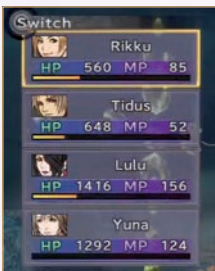
## CTB Window

During battle, the window on the screen's right side displays the order in which character and enemy turns proceed. This is an invaluable resource for planning your strategy against foes, because you can see exactly when their attack is coming. The picture at the top of the list indicates the next in line to attack. All enemies are designated with a letter (A, B, C, etc.). Knowing this, you can focus your next attack against the next enemy before its turn. You can also refer to the CTB Window to determine how to heal or cure your characters.



Different actions require different amounts of recovery time, and thus have varied effects on the order of turns displayed in the CTB Window. To preview how your actions will affect the CTB Window order, select the command you want to use and select the target of your action without executing the action.

## Switch Menu



You are not limited to the abilities or shortcomings of the characters who begin a fight. On any character's turn, press **RT** to access the Switch menu. This displays all of the characters who are not currently involved in the battle. Select one of them

and press **X** to bring him or her into battle. The character switched in can act immediately, so no turns are lost. Use the Formation option in the Main Menu to select which characters will initially appear on the battlefield.

## The Command Window

Each character has a different set of commands based on his or her abilities. Every character has the **Attack** ability, but some party members do not have the strength to cause significant amounts of damage with a weapon.

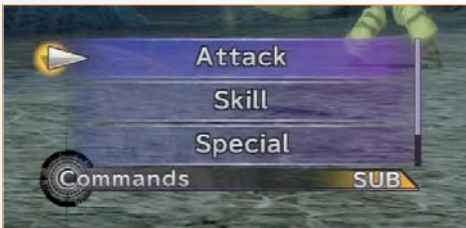
The **Skills** and **Special** commands open a menu of combat techniques available to the character. Characters can learn these skills through the Sphere Grid. The character Yuna has the unique ability to use the **Summon** command.

If a character possesses any spells, he or she can cast them with the **White Magic** or **Black Magic** commands. White magic is used primarily to heal and protect the party, whereas black magic is used to attack and damage the enemy.

The **Item** command enables the character to use potions or medicines or to use them on other characters.

Once a player has filled their Overdrive gauge, they can unleash a powerful ability with the **Overdrive** command, found by pressing left on the Command Window.

In certain boss fights, **Trigger Commands** can be used to perform special actions. These commands are accessed by pressing left on the Command Window.



Even in the middle of combat, characters can change their armaments to respond to battlefield conditions. To do so, press right on the Command Window and select **Weapon** or **Armor**.

Press right on the Command Window to find the **Escape** command. This allows your party to run from battle, although it doesn't always work (and never works during boss battles).

## Defending

Defending is not an option in the Command Window. Instead, press **○** to have a character pass their turn and enter a defensive stance. While defending, characters take half damage from physical attacks. However, damage from spells is unaffected.



## Casting Magic

Spells are powerful ways of attacking enemies or protecting characters, but they consume MP. You can cast most spells at only one character or enemy, but some will affect the whole group at once.

## Elements

Many black magic spells have elemental properties, which means they draw upon the elements of fire, water, ice, and lightning. Enemies from various regions are inherently strong against some elements. However, being strong against one element may make a fiend weak against the opposite element.

COLOR	ELEMENT	WEAK AGAINST
Red	Fire	Ice
Yellow	Lightning	Water
Blue	Water	Lightning
White	Ice	Fire





## Overdrives

When a character's Overdrive gauge fills completely, he or she can perform a unique special attack. The speed at which the Overdrive gauge fills is based upon the criteria of the Overdrive mode that is selected for that character.

Some characters know only a single Overdrive ability, while others can learn new abilities throughout the game. Using certain characters' Overdrive abilities requires special action from the player, such as entering a series of button presses, lining up the reels on a virtual slot machine, or rapidly spinning the right analog stick. Successfully performing these actions will result in a more powerful Overdrive effect.

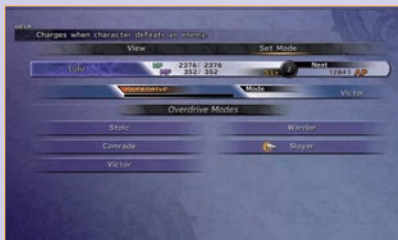


## Overdrive Modes

At the beginning of the game, each character only knows the Stoic Overdrive mode. In this mode, the Overdrive gauge charges whenever the character takes damage from a foe. As they participate in battle, they learn new Overdrive modes.

To change a character's Overdrive mode, enter the Overdrive menu for that character and hit to return the cursor to the main commands. Select Set Mode and confirm the action. The list of Overdrive modes currently available to the character will be listed. Choose one and confirm it.

By carefully observing how each character contributes to a fight, you can best decide how to set his or her Overdrive mode. If Tidus defeats an enemy each time he attacks, then set his Overdrive mode to Slayer. If Yuna often casts restorative magic, set hers to Healer.



## Status Ailments

Status ailments are an important part of combat, both for your characters and for the enemy. All status ailments disappear after a battle, and most can be removed during combat with the right item (see chart) or the Esuna spell.

STATUS	EFFECT	CURE WITH
Darkness	Hampers the ability to attack.	Eye Drops, Remedy
Silence	Can't cast spells.	Echo Screen, Remedy
Poison	Gradually lose HP every round.	Antidote, Remedy
Sleep	Put to sleep; can't attack.	Remedy
Petrified	Turned to stone.	Soft, Remedy
Confusion	Can't distinguish friend from foe.	Remedy
Berserk	Uncontrollable, will only attack.	Remedy
Zombie	Character is hurt by curative magic and items.	Holy Water, Remedy
Slow	Turns occur less often than normal.	Remedy

## The KO Condition

When characters' HP is reduced to zero, they are considered KO'd (knocked out). If your entire front line gets KO'd, the game ends. However, as long as one frontline character survives or flees the battle, the game continues. KO'd characters can be revived with items like Phoenix Down or spells like Life.

## Overkill

Overkill appears when you defeat an enemy with more force than is required. Usually, this increases the amount of AP and doubles the amount of items the party receives after the battle. In general, you need to deal 50% more damage than a fiend's max HP to score an Overkill.



## Battle Rewards

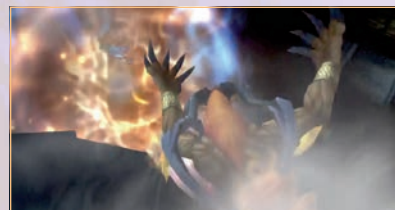
What is all this fighting and suffering worth? Winning battles against enemies awards the party with randomly dropped items, as well as Ability Points (AP). Each enemy is worth a predetermined amount of AP. This amount generally increases when an Overkill occurs. After acquiring enough AP, a character gains a Sphere Level. Sphere Levels can be spent to upgrade a character.



# AEON BASICS

## Summoning Aeons

After Yuna has entered a temple and received the blessing of the fayth, she may summon an aeon in battle. Aeons have their own HP, MP, and Overdrive bars. When on the battlefield, they replace the entire party, acting alone until they are KO'd or sent away with the Dismiss command. At that point, the party returns. A KO'd aeon cannot be summoned again until it is healed at a Save Sphere. The visually spectacular entrance and Overdrive movies of aeons can be set to Short in the Config menu, which causes them to only be shown in full the first time they're triggered.



## Special Aeon Abilities

Aeons can attack, use a special attack exclusive to that Aeon, and use Overdrive attacks in the same way normal party characters do. Additionally, many aeons can cast black magic spells. You can also access a special list of commands by pressing right on the directional pad when the Command Window is open.

**Shield** causes the aeon to defend. The aeon takes only one-quarter damage from both magic and physical assaults. Sadly, the aeon's Overdrive gauge does not fill, even when it is attacked. These effects last until the aeon's next turn.

**Boost** causes the aeon to lower its own defenses. It takes more damage from attacks, but its Overdrive gauge charges twice as fast. This is great for disposing of weaker enemies. Boost lasts until the aeon's next turn.

**Dismiss** sends the aeon away. The party then returns to the battlefield and continues the fight. The order of turns before Yuna summoned is maintained, as if all the aeon's actions took place during Yuna's turn.





## Special Aeon Properties

Aeons are immune to every status ailment except curse. Most aeons' Overdrive gauges fill whenever they attack or are attacked. Some aeons have the ability to absorb attacks of a particular element, and they're able to recover HP by casting spells of that element at themselves.

All aeons possess the auto-abilities Sensor and Piercing. Some aeons know the Break Damage Limit auto-ability; others only gain access to it when a certain party member's Celestial Weapon is fully upgraded (see the "Secrets" section for details).



## Teaching Aeons New Abilities

Once you receive the key item Summoner's Soul, you can use items to teach aeons new abilities. These include stronger spells, curative magic, support magic, and some special techniques and skills that normal party characters can learn. The hidden aeons Yojimbo and the Magus Sisters cannot learn new abilities.



## Boosting Aeon Attributes

Once you acquire the Aeon's Soul key item, you can increase aeons' HP, MP, Strength, Defense, Magic, Magic Defense, Agility, Luck, Evasion, and Accuracy stats by using a high number of spheres. The number of spheres required to increase an attribute depends on how high an aeon's attributes are. It's a good idea to use up spheres in this manner whenever you've acquired 99 of one kind of sphere.



AEON ABILITY	ITEMS REQUIRED
Dark Attack	Smoke Bomb (x6)
Silence Attack	Silence Grenade (x3)
Sleep Attack	Sleeping Powder (x3)
Dark Buster	Smoke Bomb (x12)
Silence Buster	Silence Grenade (x10)
Sleep Buster	Sleeping Powder (x10)
Delay Attack	Silver Hourglass (x20)
Delay Buster	Gold Hourglass (x30)
Zombie Attack	Holy Water (x99)
Triple Foul	Skill Sphere (x4)
Power Break	Stamina Spring (x8)
Magic Break	Mana Spring (x4)
Armor Break	Lv. 2 Key Sphere (x2)
Mental Break	Shining Thorn (x4)
Full Break	Dark Matter (x2)
Extract Power	Power Sphere (x20)
Extract Mana	Mana Sphere (x20)
Extract Speed	Speed Sphere (x20)
Extract Ability	Ability Sphere (x20)
Pray	Healing Water (x5)
Cheer	Power Sphere (x5)
Aim	Speed Sphere (x5)

AEON ABILITY	ITEMS REQUIRED
Focus	Mana Sphere (x10)
Reflex	Speed Sphere (x10)
Luck	Fortune Sphere (x2)
Jinx	Fortune Sphere (x2)
Lancet	Soul Spring (x20)
Doublecast	Three Stars (x5)
Cure	Hi-Potion (x99)
Cura	X-Potion (x30)
Curaga	Mega-Potion (x60)
NulBlaze	Bomb Fragment (x2)
NulShock	Electro Marble (x2)
NulTide	Fish Scale (x2)
NulFrost	Antarctic Wind (x2)
Scan	Ability Sphere (x10)
Life	Elixir (x8)
Full-Life	Megalixir (x1)
Haste	Chocobo Feather (x10)
Hastega	Chocobo Wing (x16)
Slow	Silver Hourglass (x4)
Slowga	Gold Hourglass (x8)
Shell	Lunar Curtain (x4)
Protect	Light Curtain (x6)

AEON ABILITY	ITEMS REQUIRED
Reflect	Star Curtain (x3)
Dispel	Purifying Salt (x3)
Regen	Healing Spring (x60)
Holy	Blessed Gem (x60)
Fire	Bomb Fragment (x1)
Thunder	Electro Marble (x1)
Water	Fish Scale (x1)
Blizzard	Antarctic Wind (x1)
Fira	Bomb Core (x2)
Thundara	Lightning Marble (x2)
Watera	Dragon Scale (x2)
Blizzara	Arctic Wind (x2)
Firaga	Fire Gem (x4)
Thundaga	Lightning Gem (x4)
Waterga	Water Gem (x4)
Blizzaga	Ice Gem (x4)
Bio	Poison Fang (x8)
Demi	Shadow Gem (x8)
Drain	Stamina Spring (x60)
Osmose	Mana Spring (x10)
Death	Farplane Shadow (x30)
Flare	Shining Gem (x60)
Ultima	Supreme Gem (x99)

# SPHERE GRID BASICS

## "Leveling Up" with the Sphere Grid

FINAL FANTASY X employs a unique system for advancing your characters. When a character achieves new Sphere Levels, access the Sphere Grid and move the character's marker across the nodes. Use spheres of various types to raise a character's attributes and learn new abilities. Any character can learn any ability and raise any attribute. By acquiring enough spheres, you can eventually have a party of characters who have every ability and maximized attributes.



## Two Styles of Sphere Grid

At the beginning of a new game, you are asked to choose between the "Standard Sphere Grid" and the "Expert Sphere Grid." This choice cannot be changed later in the game.

In the **Standard Sphere Grid**, characters begin far apart, each in a different section of the Sphere Grid that encourages them to develop in a unique and distinctive way. (The descriptions in the character section assume you're using this style of Sphere Grid.) It's only later in the game that characters are able to significantly stray from their default route and begin learning abilities that are traditionally associated with other characters. This was the only option in previous versions of FINAL FANTASY X.

In the **Expert Sphere Grid**, the grid is completely redesigned, and all characters begin close together at its center. This makes it much easier to set them on non-traditional routes, allowing Tidus to specialize in white magic, or Auron in thievery. This is a good option for experienced players who want to try unique party builds, such as using multiple black magic users. But be forewarned, the game is balanced under the assumption you're using the Standard Sphere Grid, and you may run into trouble against certain foes if you've failed to teach your characters a wide variety of abilities.

















# SPHERE GRIDS

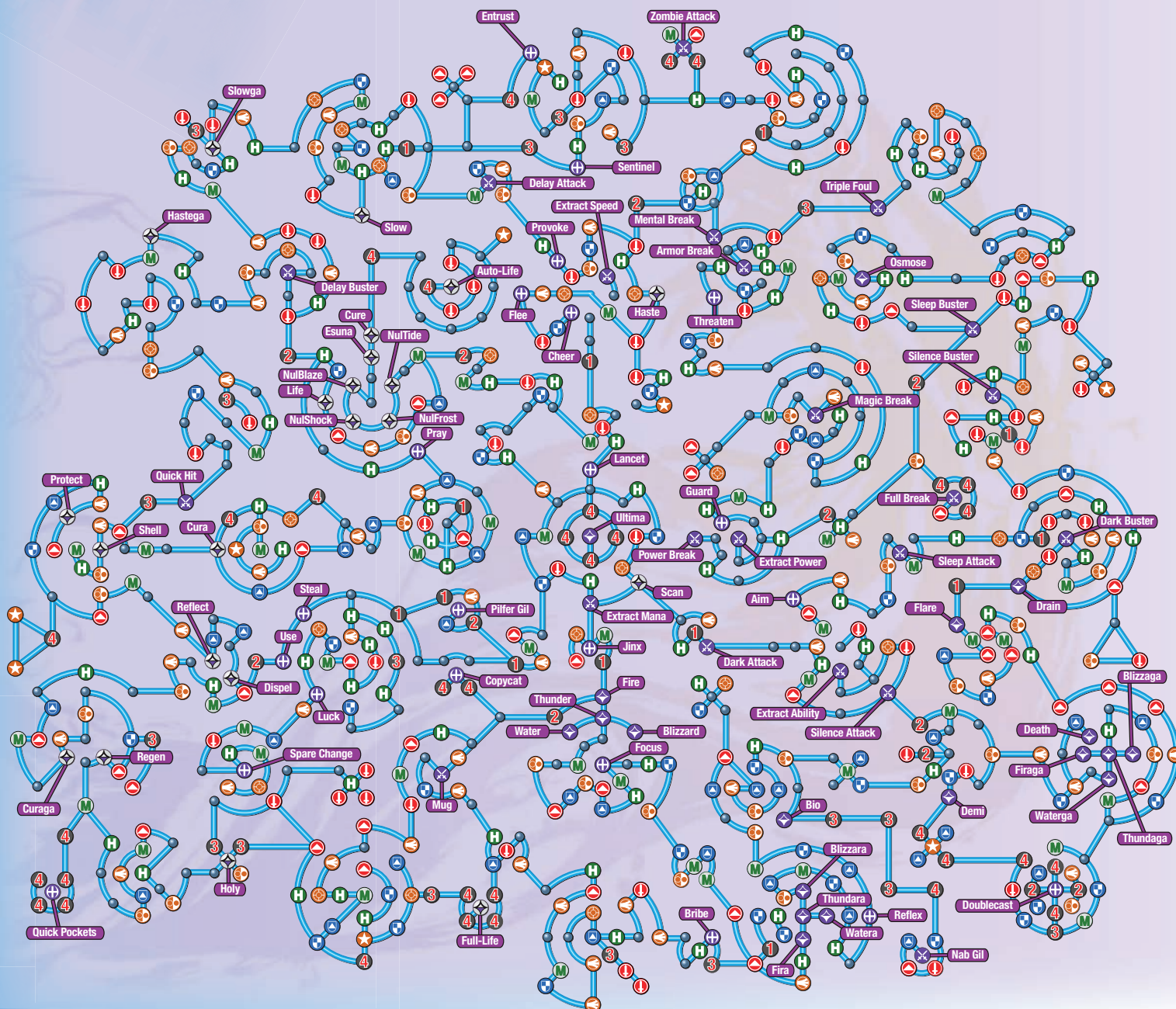
The Sphere Grid is the key to character development. By gaining sphere levels, you can move around the Sphere Grid and improve upon each character's stats and gain abilities.

The Sphere Grids show the entire contents of the grid. The legend to the right provides a description of each icon. The Sphere Grids also reveal the location of each ability. You can use the following tables in this section to plot out each character's development and customize their abilities.

You can view larger versions of these Sphere Grids online at [www.bradycgames.com/final-fantasy/spheregrids](http://www.bradycgames.com/final-fantasy/spheregrids).

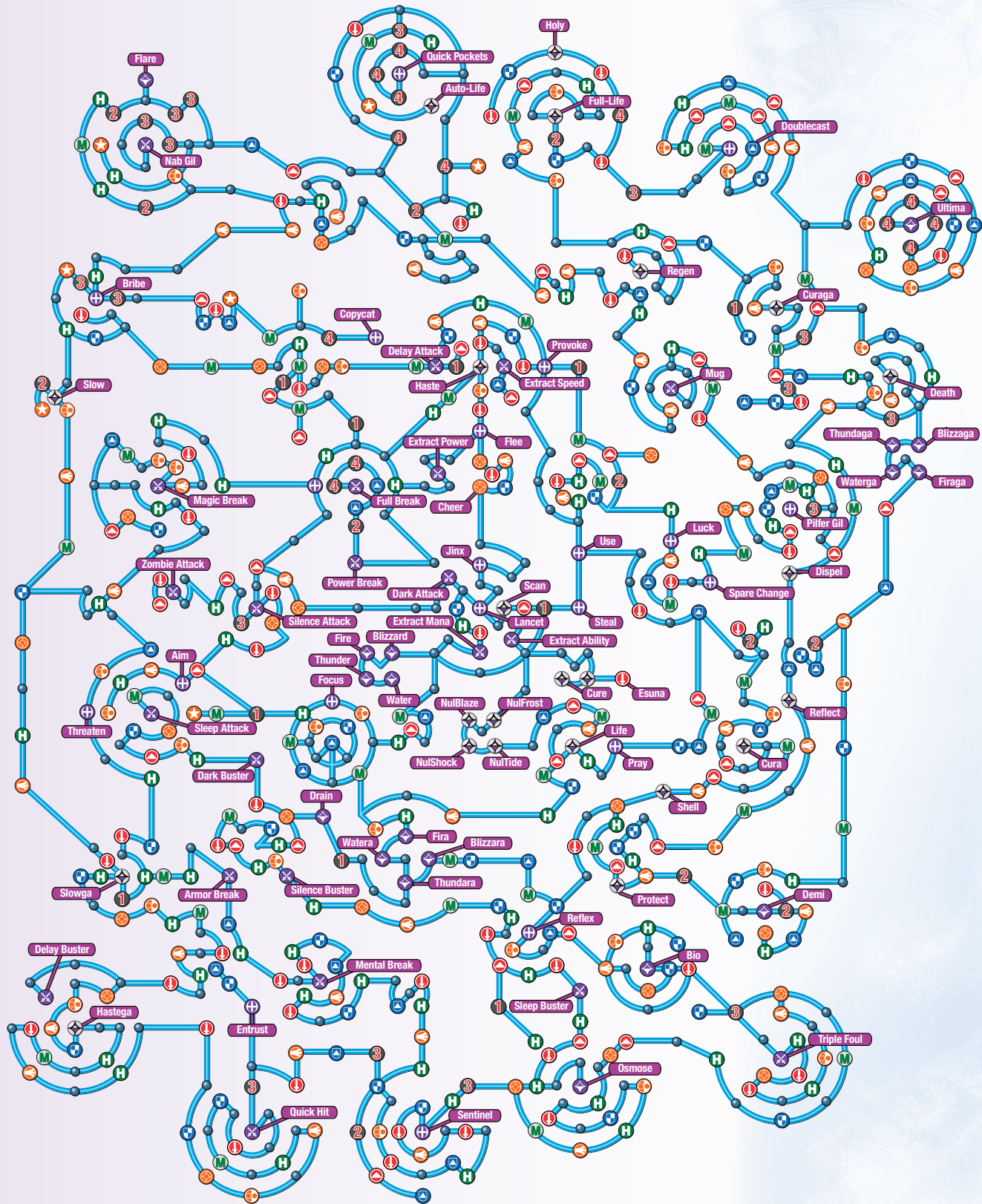
-  RAISES MAX HP.
  -  RAISES MAX MP.
  -  RAISES STRENGTH.
  -  RAISES DEFENSE.
  -  RAISES MAGIC.
  -  RAISES MAGIC DEFENSE.
  -  RAISES AGILITY.
  -  RAISES EVASION.
  -  RAISES ACCURACY.
  -  RAISES LUCK.
  -  TEACHES A SKILL ABILITY.
  -  TEACHES A SPECIAL ABILITY.
  -  TEACHES BLACK MAGIC ABILITY.
  -  TEACHES WHITE MAGIC ABILITY.
- 1** LV. 1   **2** LV. 2   **3** LV. 3   **4** LV. 4   **LOCKS**

## Standard





# Expert



- Game Basics
- Items and Equipment
- Characters & Avatars
- Walkthrough
- 1
- 2
- 3
- 4
- 5
- 6
- 7
- Side Quests & Secrets
- Blitzball
- Bestiary



## Using the Sphere Grid

The Sphere Grid becomes accessible after Rikku explains how to use it in a short tutorial. Each character who joins the party has a pre-designated starting point on the grid. You can remove the locks between sections of the grid by using a Key Sphere of the appropriate level.

While in the Sphere Grid, press **ESC** to zoom out from the current character's position to see his or her location relative to other characters. Press **Q** and **E** to change the viewing angle of the grid if you desire.

As the party defeats enemies, everyone involved in the battle receives Ability Points (AP). When enough AP is collected, the character achieves a Sphere Level. Each Sphere Level enables a character to move one node forward on the Sphere Grid, or up to four nodes backward if desired. Open the Sphere Grid and press **X**. After selecting the Move command, the number of nodes you can move in any direction is highlighted. Move to the desired position and press **X** again, then confirm that you would like to remain at the selected position. You can change your mind and cancel before deciding. Moving forward is essential to activating new sphere nodes and gaining new abilities.

After moving a character's marker to a new location on the Sphere Grid, press **X** again. Select the Use command, and a window listing the available spheres opens. Use the spheres that you've collected to activate the node you're on or any node adjacent to it.



## Sphere Types

By opening treasure chests, defeating enemies, and bribing monsters, you can acquire spheres for use on the Sphere Grid. There are five types of spheres.

**Red Spheres:** The most common type, often won from common enemies. Power Spheres enable you to increase a character's HP, Strength, and Defense. Mana Spheres increase MP, Magic, and Magic Defense. Speed Spheres increase Agility, Evasion, and Accuracy. Ability Spheres teach the character new skills or special abilities. Fortune Spheres enable the character to activate Luck nodes, but they are the hardest red spheres to come by.

**Yellow Spheres:** The rarest type of spheres, these enable one character to acquire abilities already acquired by another character. Characters can learn special abilities, skills, white magic, and black magic spells that have already been learned by a comrade.

**Black Spheres:** These could be considered the most important spheres to acquire, because they remove locks that block progress on the Sphere Grid. The appropriate level Key Sphere is required to open a particular lock. The higher the level, the harder the Key Sphere is to find.

**Purple Spheres:** These spheres enable you to turn an empty node into an attribute increase of some sort. The increase is higher than the typical attribute node. For example, if you use an MP Sphere to fill an empty node, the node increases a character's MP by 40 points rather than the usual 20. Try to use these in central areas or near abilities you want multiple characters to learn, so more than one party member can benefit.

**Blue Spheres:** These enable you to move a character's marker to another point on the Sphere Grid without spending Sphere Levels. A Return Sphere lets the character return to any node that they have previously activated. A Friend Sphere lets a character move to any other character's location on the grid, and a Teleport Sphere lets a character move to any node activated by any other character.



## Sphere Grid Abilities

While characters will acquire a few abilities from their weapons and armor, the vast majority of their spells and abilities will come from the Sphere Grid. Refer to the following chart for details on what exactly each Sphere Grid ability does.

### Special Abilities

ABILITY NAME	MP COST	DESCRIPTION
Use	None	Use powerful offensive, defensive, or healing items in stock.
Flee	None	Aid the party's escape from battle.
Pray	None	Restores some of the party's HP.
Cheer	None	Raises the party's Strength and Defense. Party members deal greater damage to enemies while sustaining less damage themselves.
Aim	None	Raises the party's Accuracy.
Focus	None	Raises the party's Magic and Magic Defense. Party members deal greater magical damage to enemies while sustaining less damage themselves.
Reflex	None	Raises the party's Evasion.
Luck	None	Raises the party's Luck, thereby enhancing the party's Accuracy, Evasion, and critical hit rate.
Jinx	None	Lowers all enemies' Luck, thereby reducing their Accuracy, Evasion, and critical hit rate.
Lancet	None	Transfers HP and MP from the target to the character. Kimahri can also use this ability to learn enemy skills.
Guard	None	Intercept physical attacks that are directed at any party member, and take damage in place of the intended target. Cannot intercept magic attacks or attacks that strike the entire party.

ABILITY NAME	MP COST	DESCRIPTION
Sentinel	None	While maintaining a defensive stance, intercept physical attacks that are directed at any party member. Cannot intercept magic attacks or attacks that strike the entire party.
Spare Change	None	Attack by throwing gil. The damage inflicted is 10% of the amount thrown.
Steal	None	Steal items from an enemy. Also useful for destroying machina by dismantling their vital parts.
Threaten	12 MP	Immobilizes the target with fear.
Provoke	4 MP	Draws the target's attacks toward the character.
Entrust	8 MP	Transfers the character's entire Overdrive charge to an ally's gauge, adding to his total.
Copycat	28 MP	Mimic the action of the last ally to take a turn in battle, even if it requires an ability the character has not yet learned. Summoning and Overdrives cannot be copied.
Doublecast	None	Cast two black magic spells in a row.
Bribe	None	Pay off enemies in return for safe passage. Offer more gil for a more favorable response.
Pilfer Gil	20 MP	Steal gil from enemy.
Quick Pockets	70 MP	Swiftly use items.



## Skill Abilities

Ability Name	MP Cost	Description
Dark Attack	5 MP	If successful, inflicts darkness on the target for three turns, greatly reducing the accuracy of its physical attacks.
Dark Buster	10 MP	Inflicts darkness on a target for one turn. Success is virtually guaranteed, unless the target has some form of resistance.
Silence Attack	5 MP	If successful, inflicts silence on the target for three turns, preventing it from casting any spells.
Silence Buster	10 MP	Inflicts silence on a target for one turn. Success is virtually guaranteed, unless the target has some form of resistance.
Sleep Attack	5 MP	If successful, puts the target to sleep until either three turns pass or it is hit by a physical attack.
Sleep Buster	10 MP	Puts a target to sleep for one turn. Success is virtually guaranteed, unless the target has some form of resistance.
Delay Attack	8 MP	Slightly delays the target's next turn.
Delay Buster	18 MP	Greatly delays the target's next turn.
Zombie Attack	10 MP	Inflicts the target with zombie status, causing restorative spells and items to damage the target.
Triple Foul	24 MP	If successful, inflicts silence, darkness, and sleep status ailments on the target for three turns.

Ability Name	MP Cost	Description
Power Break	8 MP	Lowers the target's Strength, thereby reducing the damage inflicted by its physical attacks.
Magic Break	8 MP	Lowers the target's Magic, thereby reducing the damage inflicted by its magic attacks.
Armor Break	12 MP	Lowers the target's Defense, leaving it vulnerable to greater physical damage. Also negates the target's armor, allowing non-piercing weapons to deal normal damage.
Mental Break	12 MP	Lowers the target's Magic Defense, leaving it vulnerable to greater magical damage.
Mug	10 MP	Steal items from an enemy while simultaneously unleashing a physical attack.
Quick Hit	12 MP	Strike a target quickly with reduced recovery time. The damage inflicted is no greater than that of a standard attack, but the character's next turn comes up much sooner.
Full Break	99 MP	Inflicts Power, Magic, Armor, and Mental Break.
Extract Mana	1 MP	Makes one enemy drop Mana Spheres.
Extract Power	1 MP	Makes one enemy drop Power Spheres.
Extract Ability	1 MP	Makes one enemy drop Ability Spheres.
Extract Speed	1 MP	Makes one enemy drop Speed Spheres.
Nab Gil	30 MP	Attack and steal gil at the same time.

## White Magic

ABILITY NAME	MP COST	DESCRIPTION
Cure	4 MP	Restores a small amount of HP. The caster's Magic attribute determines the strength of the spell.
Cura	10 MP	Restores a substantial amount of HP. The caster's Magic attribute determines the strength of the spell.
Curaga	20 MP	Restores a massive amount of HP. The caster's Magic attribute determines the strength of the spell.
Esuna	5 MP	Cures the target's status ailments. Removes poison, darkness, silence, sleep, petrification, confusion, berserk, and slow. Ineffective against zombie, curse, Doom, and KO.
Scan	1 MP	Displays key information about the target, such as its HP, attributes, immunities, weaknesses, and methods of attack.
NulBlaze	2 MP	Grants each party member immunity from one fire attack. Nullifies fire-based physical attacks as well as spells like Fira.
NulShock	2 MP	Grants each party member immunity from one lightning attack. Nullifies lightning-based physical attacks as well as spells like Thundara.
NulTide	2 MP	Grants each party member immunity from one water attack. Nullifies water-based physical attacks as well as spells like Watera.
NulFrost	2 MP	Grants each party member immunity from one ice attack. Nullifies ice-based physical attacks as well as spells like Blizzara.

ABILITY NAME	MP COST	DESCRIPTION
Life	18 MP	Revives a KO'd ally.
Full-Life	60 MP	Revives a KO'd ally and restores his HP to maximum.
Haste	8 MP	Accelerates the target so that his turns in battle come up sooner than normal.
Hastega	30 MP	Accelerates the entire party so that all members' turns in battle come up sooner than normal.
Slow	12 MP	Slows the target down.
Slowga	20 MP	Slows all enemies down.
Shell	10 MP	Helps the target better withstand magic attacks by raising his Magic Defense.
Protect	12 MP	Protects the target from physical attacks by increasing his Defense.
Reflect	14 MP	Bounces spells cast at the target toward the enemy. Deflects both damaging and healing spells alike.
Dispel	12 MP	Negates any spell effects that are currently active on the target, such as Shell, Protect, Haste, and Reflect.
Regen	40 MP	Gradually restores the target's HP for a time.
Holy	85 MP	Deals holy damage to the target.
Auto-Life	97 MP	Automatically revives an ally the next time he is KO'd. The target will instantly awaken from KO with a small amount of HP. Effective only once per casting.

## Black Magic

ABILITY NAME	MP COST	DESCRIPTION
Fire	4 MP	Inflicts a relatively small amount of fire damage. The caster's Magic attribute determines the strength of the spell.
Fira	8 MP	Inflicts a more impressive amount of fire damage. The caster's Magic attribute determines the strength of the spell.
Firaga	16 MP	Inflicts a massive amount of fire damage. The caster's Magic attribute determines the strength of the spell.
Thunder	4 MP	Inflicts a relatively small amount of lightning damage. The caster's Magic attribute determines the strength of the spell.
Thundara	8 MP	Inflicts a more impressive amount of lightning damage. The caster's Magic attribute determines the strength of the spell.
Thundaga	16 MP	Inflicts a massive amount of lightning damage. The caster's Magic attribute determines the strength of the spell.
Water	4 MP	Inflicts a relatively small amount of water damage. The caster's Magic attribute determines the strength of the spell.
Watera	8 MP	Inflicts a more impressive amount of water damage. The caster's Magic attribute determines the strength of the spell.

ABILITY NAME	MP COST	DESCRIPTION
Waterga	16 MP	Inflicts a massive amount of water damage. The caster's Magic attribute determines the strength of the spell.
Blizzard	4 MP	Inflicts a relatively small amount of ice damage. The caster's Magic attribute determines the strength of the spell.
Blizzara	8 MP	Inflicts a more impressive amount of ice damage. The caster's Magic attribute determines the strength of the spell.
Blizzaga	16 MP	Inflicts a massive amount of ice damage. The caster's Magic attribute determines the strength of the spell.
Bio	10 MP	Poisons the target, which drains HP from it after every turn it takes in battle.
Demi	32 MP	Reduces the current HP of all enemies by 1/4.
Death	20 MP	Can instantly KO the target.
Drain	12 MP	Transfers HP from the target to the caster.
Osmose	None	Transfers MP from the target to the caster.
Flare	54 MP	Deals non-elemental damage to the target. Works well on enemies that resist or absorb certain elements.
Ultima	90 MP	Deals non-elemental damage to all enemies. Useful against enemies that resist or absorb certain elements.



# Characters & Aeons



## CHARACTERS



### Tidus

Tidus is a cheerful young teenager, the star blitzball player for the Zanarkand Abes. He has long resented his father, a renowned blitzball player who disappeared during Tidus's youth. Tidus's quick moves allow him to attack even the swiftest foes with ease.

#### Tidus in Formation

Bring Tidus into the party whenever an enemy is too agile for other characters to hit. He can eliminate swift, four-legged creatures with ease. As his strength and agility improve, he will be able to eliminate aerial enemies as well.

#### Tidus on the Sphere Grid

As Tidus advances from his starting point, he can learn many support spells such as Haste and Slow. Tidus's main benefit to the party is his ability to increase the frequency of the party's turns and reduce those of the enemy through abilities like Hastega, Slowga, Delay Buster, and Quick Attack.

After you complete Tidus's section of the Sphere Grid, he can proceed into Yuna's. Teaching Curaga, Dispel, and Reflect to Tidus is a good idea, but his low Magic attribute makes him a weak healer.

#### Overdrive: Swordplay

Tidus executes devastating sword attacks against one or all enemies through his Overdrives. After choosing an Overdrive technique, watch the meter carefully and press **X** when the cursor is in the middle of the bar. The strength of Tidus's Overdrive attack depends upon how much time remains on the timer. The more Tidus uses his Overdrive, the more techniques he learns.

#### Overdrive: Swordplay

OVERDRIVE	TARGET	ATTEMPTS REQUIRED TO LEARN
Spiral Cut	One enemy	Default
Slice & Dice	Random	Perform 10 successful Overdrives
Energy Rain	All enemies	Perform 30 successful Overdrives
Blitz Ace	All enemies	Perform 80 successful Overdrives



### Wakka

Although he's the captain of the Besaid Aurochs blitzball team, He plans to retire from the sport after this year's tournament so he can devote himself entirely to the role of guardian for Yuna. His deadly blitzball is especially useful for shooting down aerial enemies.

#### Wakka in Formation

Bring in Wakka any time you encounter flying creatures. Wakka is the only character who can hit them with great accuracy without casting spells. With his ability to inflict status ailments early in the game, use Wakka against stronger enemies to blind, silence, or put them to sleep.

#### Wakka on the Sphere Grid

Wakka's definitely one of the better attackers, but his Defense and Magic Defense develop more slowly. He will acquire skills that inflict darkness, silence, or sleep on enemies, as well as black magic spells that drain the HP and MP from enemies. Upon reaching the end of his portion of the Sphere Grid, you can continue to develop his Strength, Defense, and Magic Defense in Auron's section of the Sphere Grid.

#### Overdrive: Slots

Wakka starts off with Element Reels and acquires his other Overdrives as prizes through blitzball victories. Whenever you use Wakka's Element Reels Overdrive, slot wheels start spinning. If you match all three wheels, he performs a single-elemental attack against all enemies. If you match up two wheels, he performs a double-elemental attack against a single, randomly chosen enemy. If no wheels match up, Wakka performs a physical attack against one randomly chosen enemy. A similar concept is employed in his other Overdrives.

#### Overdrive: Slots

SLOT TYPE	HOW TO ACQUIRE
Element Reels	Available at start
Attack Reels	Blitzball Tournament Prize
Status Reels	Blitzball League Prize
Aurochs Reels	Blitzball Tournament Prize



**Overdrive: Grand Summon**

AEON	ELEMENT	ACQUIRED AT
Valefor	-	Besaid Temple
Ifrit	Fire	Killika Temple
Ixion	Lightning	Djose Temple
Shiva	Ice	Macalania Temple
Bahamut	-	Palace of St. Bevelle
Yojimbo	-	Cavern of the Stolen Fayth (See "Side Quests & Secrets" chapter)
Anima	-	Baaj Temple (See "Side Quests & Secrets" chapter)
The Magus Sisters	-	Remiem Temple (See "Side Quests & Secrets" chapter)

# Yuna

Yuna is the daughter of the high summoner who defeated Sin to bring about the "Calm," a time of peace. She embarks on a pilgrimage to obtain the final aeon and defeat Sin. To complete her quest, Yuna has enlisted the aid of her most trusted friends as her guardians.



## Yuna in Formation

Since Yuna already knows the Cure spell and will learn many more protective and restorative spells as she travels across the Sphere Grid, bring her into the action whenever other party members need healing or status ailments cured. Her physical attacks are ineffective, but Yuna can cause more damage to enemies than any other character by summoning aeons.

## Yuna on the Sphere Grid

Yuna will quickly learn useful skills like NulFrost and NulBlaze, which negate the next corresponding elemental attack on the party. Eventually, she will become the backbone of the party by learning spells such as Shell and Protect, which are effective at decreasing damage to characters from magic and physical attacks. Her Magic attribute will quickly rise during the trek across her section of the Sphere Grid, enabling her to restore more HP to characters with each increase. Teaching her black magic spells, such as Flare and Ultima, is a good idea.

## Overdrive: Grand Summon

Yuna's Overdrive is Grand Summon. Any aeon so summoned appears with a full Overdrive gauge. After the aeon uses its Overdrive attack, its gauge reverts to its previous condition. Thus, the previous gauge isn't wasted.

# Lulu

Lulu's experience and wisdom are valuable assets to the party. She treats Yuna as though she were her younger sister. Although she may seem insensitive at times, there are depths to her emotions that only her closest friends can understand.

## Lulu in Formation

Bring in Lulu whenever an enemy is strong against physical attacks or weak against a specific element. Her spellcasting enables her to attack from long range, and she can eliminate aerial enemies as well. However, her weak physical defense and low HP make her vulnerable to physical attacks.

## Lulu on the Sphere Grid

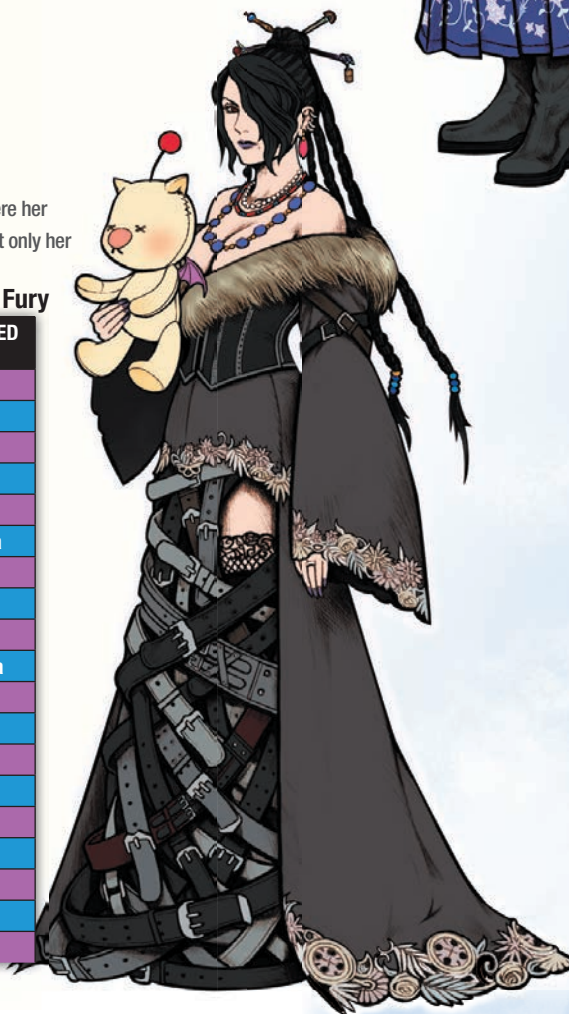
As Lulu's Magic attribute rises, her spells increase in power. When she reaches the end of her portion of the Sphere Grid, it's a good idea to learn spells like Drain, Osmose, and Ultima. You can also move her to Yuna's section of the grid, so she can learn white magic and continue to increase her Magic attribute.

## Overdrive: Fury

When Lulu hits Overdrive, she can cast any black magic spell she knows multiple times without spending MP. Select the Fury command, and then choose a spell. Start rotating the right analog stick clockwise in full rotations as rapidly as possible. Depending on the spell you've chosen, the spell is cast one time for each rotation of the stick. Lulu's Overdrive is available even when she's silenced, and isn't affected by any Shell or Reflect effects on enemies. Targets are randomly chosen.

**Overdrive: Fury**

- SPELLS USED IN FURY:**
- Fire
  - Thunder
  - Water
  - Blizzard
  - Fira
  - Thundara
  - Watera
  - Blizzara
  - Firaga
  - Thundaga
  - Waterga
  - Blizzaga
  - Bio
  - Demi
  - Death
  - Drain
  - Osmose
  - Flare
  - Ultima



Characters & Aeons





## Kimahri

A young warrior of the Ronso tribe, Kimahri watched over Yuna during her early years. He is devoted to Yuna and serves her loyally as a guardian. Kimahri can learn the special attacks of enemies with his Lancel ability.

### Kimahri in Formation

Kimahri is a versatile character. The fact that he begins in the center of the Sphere Grid is an advantage, because you can choose any direction to further Kimahri's development.

### Overdrive: Ronso Rage

TECHNIQUE	ENEMY	RIVAL
Jump	Start	-
Seed Cannon	Ragora	-
Thrust Kick	YKT-63, YKT-11	Biran
Aqua Breath	Chimera, Chimera Brain	Yenke
White Wind	Dark Flan	Yenke
Mighty Guard	Behemoth, Behemoth King	Biran
Fire Breath	Dual Horn, Valaha, Grendel	Yenke
Self-Destruct	Bomb, Grenade	Biran
Stone Breath	Basilisk, Anacondaaur	Yenke
Doom	Ghost, Wraith	Biran
Bad Breath	Malboro, Great Malboro	Biran
Nova	Omega Weapon, Nemesis	-

### Kimahri on the Sphere Grid

Kimahri has a small area on the Sphere Grid. Soon, the player must choose a path of another character for Kimahri to emulate and unlock it using a Lv. 1 Key Sphere. If you want Kimahri to hit harder, follow Wakka or Auron's path. To make Kimahri into a thief, follow Rikku's path. If you want Kimahri to become more agile and learn Haste, follow Tidus's path. Lastly, if you want Kimahri to cast magic, follow Yuna or Lulu's path. Pick a path of your liking and follow it.

### Overdrive: Ronso Rage

Except for Jump, Kimahri learns enemy skills by using the Lancel ability. Once you see a monster using one of the abilities listed here, bring in Kimahri and use Lancel. Kimahri's Overdrive gauge instantly fills whenever he learns a new technique. Most techniques can also be learned from one of Kimahri's Ronso rivals at a certain point in the game.



## Auron

The legendary guardian who accompanied High Summoner Braska on the pilgrimage to defeat Sin 10 years ago, Auron guides Yuna and Tidus on their mission to vanquish Sin once more. He swings his gigantic sword with such power that even the toughest fiends are cut asunder.

### Auron in Formation

Almost all of Auron's massive blades bear the Piercing ability, so you should bring Auron into battle when facing an armored fiend. Auron is ineffective at attacking nimble or aerial creatures, but his Break abilities reduce the attacking and defending power of most enemies.

### Auron on the Sphere Grid

As Auron gains Sphere Levels, his HP and Strength skyrocket. Once he reaches the end of his section on the Sphere Grid, it's a good idea to move him into Tidus's section. By doing so, you can increase his Agility so he can attack more often.

### Overdrive: Bushido

Auron's Overdrives require the swift input of button combinations before time runs out. The quicker you can input the sequence, the more powerful Auron's attack becomes. Auron gains new Overdrives through the acquisition of recorded spheres that recount the journey of Auron's adventures with Braska. After defeating the Spherimorph at Lake Macalania, you can locate Jecht's, Braska's, and Auron's Spheres that are scattered across Spira. See the "Side Quests & Secrets" chapter for a full list of their locations.

The status effects of Auron's Overdrive attacks are inflicted only when the command input is successful, although certain enemies can resist the effects. If resisted, the damage inflicted is slightly increased to compensate.

### Overdrive: Bushido

OVERDRIVE	TARGET	STATUS EFFECT	SPHERES REQUIRED
Dragon Fang	All enemies	Delay	Default
Shooting Star	One enemy	Eject	1 Sphere
Banishing Blade	One enemy	Power Break, Armor Break, Magic Break, and Mental Break	3 Spheres
Tornado	All enemies	None	All 10 Spheres



## Rikku

Rikku is a young AI Bhed girl with an upbeat and positive personality. She dismantles mechanical enemies with ease and can steal items from enemies as well. When Rikku joins the party near the Moonflow, her technical expertise allows you to start customizing equipment by adding abilities to the open slots on weapons and armor.

### Rikku in Formation

Switch Rikku into battle whenever a mechanical enemy appears. Using her Steal command, Rikku can destroy machina by taking a vital item from it. Rikku's physical attack is weak at first, so it's best for her to use items like Grenades and Smoke Bombs to attack enemies.

Make sure you steal often when using Rikku. She can steal a number of items that can be used as powerful offensive or restorative items.

### Rikku on the Sphere Grid

Although Rikku is not much of a fighter, she can learn the Mug ability which lets her steal and attack simultaneously. Mug enemies with a weapon that inflicts poison, zombie, or some other status ailments, and she quickly becomes a deadly fighter. Rikku also learns how to Bribe enemies, which is useful for acquiring rare items in the Monster Arena.

### Overdrive: Mix

Rikku's Overdrives are created by mixing any two items. The effects can be extremely powerful, dealing heavy damage to groups of foes, completely healing the party, or applying multiple positive buffs in a single turn. Experiment with various combinations and see for yourself! A complete Mix chart that covers every item combination can be viewed at the following URL: [www.bradygames.com/final-fantasy/mix-overdrive](http://www.bradygames.com/final-fantasy/mix-overdrive).

NAME	EFFECT EXAMPLE	RECIPE
Ultra Potion	Full HP recovery for whole party	AI-Bhed Potion + AI-Bhed Potion
Final Phoenix	Restores all KO'd party members at half HP	Phoenix Down + any potion
Mighty G	Shell, Protect, and Haste on all party members	Power Distiller + Any distiller item
Hyper Vitality	Doubles HP Max and Cheer on all party members	Stamina Tonic + any potion
Chaos Grenade	Heavy damage and ailments on all foes	Grenade + any sphere item



## AEONS

### Valefor

This flying aeon can dodge some ground-based attacks. Its unique Sonic Wings attack sends a shockwave at one enemy, inflicting damage and delaying the enemy's next turn. Against some non-boss foes, it can be used repeatedly to deny a dangerous fiend a chance to act. Once Yuna activates her Celestial Weapon, Nirvana, all of Valefor's attacks can break the 9999 damage limit.

### Overdrive: Energy Ray, Energy Blast

Valefor's Energy Ray fires a super-charged beam that explodes underneath all foes and causes non-elemental damage. Valefor also has a second Overdrive that you can acquire once Yuna joins the party. Return to Besaid and speak to the dog that belongs to the girl at the item shop to unlock Energy Blast, which inflicts greater damage at the cost of a longer recovery time.







## Iffrit

Although Iffrit has incredibly high Strength, its Defense and Magic Defense are quite low. Iffrit can regain HP by casting fire spells on itself. Its unique Meteor Strike attack is a non-elemental, long-range attack that ignores the effects of enemy Protect spells. All of Iffrit's attacks can exceed 9999 HP damage once you have activated Wakka's Celestial Weapon, World Champion.

### Overdrive: Hellfire

Iffrit encases its foes in a swirling ball of fiery vengeance and detonates it for massive damage to all enemies.



## Ixion

Ixion's high Defense and Magic Defense attributes make it a good aeon to summon when the party needs protection from an attack. The spinning discs of its Aerospark attack converge on a single enemy to cause non-elemental damage, and negate magical effects like Protect, Shell, Reflect, Haste, Regen, and the Nul spells. Ixion can inflict more than 9999 HP damage once you've activated Kimahri's Spirit Lance.

### Overdrive: Thor's Hammer

Ixion envelops all enemies in a storming vortex, and then disintegrates it. Lightning-based elemental damage is inflicted against all enemies.



## Shiva

The queen of ice is a gorgeous sight to behold and an agile attacker. Her unique Heavenly Strike attack creates a giant block of ice and drops it on an enemy. The attack slightly delays the target's next turn in addition to inflicting non-elemental damage and the status ailment Threaten. All of Shiva's attacks can inflict more than 9999 HP damage after you've activated Lulu's Celestial Weapon, the Onion Knight.

### Overdrive: Diamond Dust

Shiva freezes all enemies in layers of ice, and then destroys everything with a leisurely snap of her fingers.



## Bahamut

Bahamut has high Strength, Defense, and Magic attributes. It has the most powerful regular attack of any aeon, and can cast high-level Black Magic spells. Its unique Impulse attack damages all enemies on the battlefield. Bahamut possesses the auto-ability Break Damage Barrier, enabling its attacks to exceed 9999 HP damage from the start.

### Overdrive: Mega Flare

Bahamut anchors itself and fires a destructive breath attack that annihilates anything in its path. Bahamut's Overdrive consistently deals over 9999 HP damage to all enemies, and it will continue to grow stronger.



## Yojimbo

Yojimbo is a secret aeon who demands cash payments for his services. Even the best negotiators need to cough up nearly 200,000 gil to hire him, and he expects an additional payment each time you ask him to attack. Yuna cannot order him to use a particular attack; he chooses based on how much you pay him and how much he likes Yuna. His affinity rises when she pays him well, but falls when she pays him 0 gil, dismisses him prematurely, or lets him fall in battle. Yojimbo's attacks exceed 9999 HP damage once you've activated Auron's Masamune.

### Special Attack: Zanmato

Yojimbo doesn't have a traditional Overdrive. However, filling his Overdrive bar slightly increases the odds he will use Zanmato. Zanmato is an instant-kill attack that can dispense with even the game's optional super-bosses (although he uses it rarely against such strong foes). Maintaining a good relationship with Yojimbo and paying generously increases the odds of a Zanmato attack.



## Anima

Anima is first seen as Seymour's chilling aeon, but the party can acquire her in the secret underwater Baaj Temple if they've found the hidden item in each Cloister of Trials. Anima's unique Pain attack conjures the essence of misery and anguish, and unleashes it upon a single enemy. The attack has a high chance of causing instant death, but also has a high recovery time.

### Overdrive: Oblivion

In the most horrifying of all the aeons' Overdrives, Anima inflicts multiple non-elemental attacks on all enemies.



## The Magus Sisters

The Magus Sisters (of FINAL FANTASY IV fame) behave like three separate aeons. As such, they are a bit difficult to control. Yuna may request a certain action, but they may or may not comply. Cindy's unique Camisade attack shoots blades of fire at an enemy, while Sandy's Razzia attack launches her onto her target. Little Mindy's Passado attack rapidly fires a burst of 15 stingers at a single enemy.

To earn the services of the Magus Sisters, you must acquire all the other aeons and defeat them all in combat at the Remiem Temple in the Calm Lands. (You also need to earn a Blossom Crown by capturing all of the Mt. Gagazet enemies for the Monster Arena.)

### Overdrive: Delta Attack

When the Magus Sisters are all in Overdrive mode at the same time, a new command, "Combine Powers!" appears. The sisters join forces and perform one of the most devastating Overdrives in the entire game.

COMMAND	EFFECT
Do what you will.	Sister makes the choice. Other commands open.
Fight!	Sister performs regular attack.
Go! Go!	Sister performs unique attack or casts magic.
One More Time	Sister repeats the last action performed.
Defense!	Sisters cast protective or support magic.
Help each other!	Sisters use healing magic on each other.
Dismiss	Sisters leave the battlefield.





# Items & Equipment

## ITEMS

Even a party of well-seasoned adventurers needs a good supply of defensive and offensive items to help them on their quest. You can carry up to 99 of any one item. Additional quantities won in battle are automatically discarded.

### Restorative Items

You can use these items in the heat of combat or between battles. These items remove status effects, resuscitate KO'd characters, and restore lost HP or MP. Any character can use these common items.

ITEM NAME	DESCRIPTION
Potion	Restores 200 HP of one character.
Hi-Potion	Restores 1000 HP of one character.
X-Potion	Fully restores HP of one character.
Mega-Potion	Restores 2000 HP of each party member.
Ether	Restores 100 MP of one character.
Turbo Ether	Restores 500 MP of one character.
Phoenix Down	Revives one character from KO.
Mega Phoenix	Revives party from KO.
Elixir	Fully restores one character's HP & MP.
Megalixir	Fully restores HP & MP of party.
Antidote	Cures poison.
Soft	Cures petrification.
Eye Drops	Cures darkness.
Echo Screen	Cures silence.
Holy Water	Cures zombie and curse.
Remedy	Cures all status abnormalities.

### Distillers

These items force enemies to drop certain types of spheres when a battle ends. Any character can use these during combat.

ITEM NAME	DESCRIPTION
Power Distiller	Makes one enemy drop Power Spheres.
Mana Distiller	Makes one enemy drop Mana Spheres.
Speed Distiller	Makes one enemy drop Speed Spheres.
Ability Distiller	Makes one enemy drop Ability Spheres.

### Use Items

You can use the following items in battle with the special ability Use. Rikku begins the game with access to this ability, while other characters can learn it on the Sphere Grid. Many of these items can also be used to customize equipment.

ITEM NAME	DESCRIPTION
Al Bhed Potion	Cures poison, silence, petrification. Restores 1000 HP of each party member.
Healing Water	Fully restores HP of party.
Tetra Elemental	Fully restores HP and casts NuAll on party.
Antarctic Wind	Deals ice damage to an enemy.
Arctic Wind	Deals ice damage to an enemy.
Ice Gem	Deals ice damage to all enemies.
Bomb Fragment	Deals fire damage to an enemy.
Bomb Core	Deals fire damage to an enemy.
Fire Gem	Deals fire damage to all enemies.
Electro Marble	Deals lightning damage to an enemy.
Lightning Marble	Deals lightning damage to an enemy.
Lightning Gem	Deals lightning damage to all enemies.
Fish Scale	Deals water damage to an enemy.
Dragon Scale	Deals water damage to an enemy.
Water Gem	Deals water damage to all enemies.
Grenade	Damages all enemies.
Frag Grenade	Inflicts damage and Armor Break on all enemies.
Sleeping Powder	Inflicts damage and sleep on all enemies.
Dream Powder	Inflicts damage and sleep on all enemies.
Silence Grenade	Inflicts damage and silence on all enemies.
Smoke Bomb	Inflicts damage and darkness on all enemies.
Shadow Gem	Reduces HP of all enemies by half.
Shining Gem	Damages an enemy.
Blessed Gem	Damages an enemy.

ITEM NAME	DESCRIPTION
Supreme Gem	Damages all enemies.
Poison Fang	Inflicts damage and poison on an enemy.
Silver Hourglass	Delays next turn of all enemies.
Gold Hourglass	Damages all enemies and delays their next turn.
Candle of Life	Casts Doom on an enemy.
Petrify Grenade	Petrifies all enemies.
Farplane Shadow	Inflicts death on an enemy.
Farplane Wind	Inflicts death on all enemies.
Dark Matter	Deals major damage to all enemies.
Chocobo Feather	Casts Haste on one character.
Chocobo Wing	Casts Haste on party.
Lunar Curtain	Casts Shell on one character.
Light Curtain	Casts Protect on one character.
Star Curtain	Casts Reflect on one character.
Healing Spring	Casts Regen on one character.
Mana Spring	Absorbs MP from an enemy.
Stamina Spring	Absorbs HP from an enemy.
Soul Spring	Absorbs HP & MP from an enemy.
Purifying Salt	Damages an enemy and dispels its magic effects.
Stamina Tablet	Doubles max HP of one character.
Mana Tablet	Doubles max MP of one character.
Stamina Tonic	Doubles max HP of party.
Mana Tonic	Doubles max MP of party.
Twin Stars	Reduces MP cost of one character to 0.
Three Stars	Reduces party's MP cost to 0.

### Spheres

You win spheres by defeating enemies, and you can steal or bribe the rarer ones from certain fiends. Use spheres to activate nodes on the Sphere Grid, allowing characters to raise their attributes and learn new abilities. For more information about using spheres, refer to the "Sphere Grid Basics" section of the "Game Basics" chapter.

ITEM NAME	DESCRIPTION
Power Sphere	Activates Strength, Defense, or HP nodes on Sphere Grid.
Mana Sphere	Activates Magic, Magic Defense, or MP nodes on Sphere Grid.
Speed Sphere	Activates Agility, Accuracy, or Evasion nodes on Sphere Grid.
Ability Sphere	Activates Ability nodes on Sphere Grid.
Fortune Sphere	Activates Luck nodes on Sphere Grid.

ITEM NAME	DESCRIPTION
Attribute Sphere	Activates Attribute nodes used by allies on Sphere Grid.
Special Sphere	Activates Special nodes used by allies on Sphere Grid.
Skill Sphere	Activates Skill nodes used by allies on Sphere Grid.
Wht Magic Sphere	Activates White Magic nodes used by allies on Sphere Grid.
Blk Magic Sphere	Activates Black Magic nodes used by allies on Sphere Grid.



## Spheres (continued)

ITEM NAME	DESCRIPTION
Master Sphere	Activates any Ability or Attribute nodes on Sphere Grid.
Lv. 1 Key Sphere	Opens Lv. 1 Locks on Sphere Grid.
Lv. 2 Key Sphere	Opens Lv. 2 Locks on Sphere Grid.
Lv. 3 Key Sphere	Opens Lv. 3 Locks on Sphere Grid.
Lv. 4 Key Sphere	Opens Lv. 4 Locks on Sphere Grid.
HP Sphere	Fills empty nodes on Sphere Grid with an HP node.
MP Sphere	Fills empty nodes on Sphere Grid with an MP node.
Strength Sphere	Fills empty nodes on Sphere Grid with a Strngth node.
Defense Sphere	Fills empty nodes on Sphere Grid with a Defense node.
Magic Sphere	Fills empty nodes on Sphere Grid with a Magic node.
Magic Def Sphere	Fills empty nodes on Sphere Grid with a Magic Defense node.
Agility Sphere	Fills empty nodes on Sphere Grid with an Agility node.
Evasion Sphere	Fills empty nodes on Sphere Grid with an Evasion node.
Accuracy Sphere	Fills empty nodes on Sphere Grid with an Accuracy node.
Luck Sphere	Fills empty nodes on Sphere Grid with a Luck node.
Clear Sphere	Clears nodes from Sphere Grid.
Return Sphere	Return to any previously activated node on Sphere Grid.
Friend Sphere	Move to any ally's location on Sphere Grid.
Teleport Sphere	Move to any node activated by an ally on Sphere Grid.
Warp Sphere	Move to any node on Sphere Mode.

## Other Items

Most of the items in this section are rare items that you can only win or steal during battle. Some add rare abilities to weapons or teach your aeons new abilities, and all can be used for Rikku's Overdrive, Mix.

ITEM NAME	DESCRIPTION
Map	Displays world map.
Rename Card	Renames aeon.
Musk	Used to customize armor with Confuse Ward or Confuseproof ability.
Hypello Potion	Used to customize armor with Berserk Ward or Berserkproof ability.
Shining Thorn	Used to grant aeons Mental Break ability.
Pendulum	Used to customize armor with Master Thief ability.
Amulet	Used to customize armor with Pickpocket ability.
Designer Wallet	Used to customize weapons with Gillionaire ability.
Door to Tomorrow	Used to customize weapons with Overdrive > AP ability.
Wings to Discovery	Used to customize weapons and armor with Triple AP or Break HP Limit ability.
Gambler's Spirit	Used to customize weapons with SOS Overdrive ability.
Underdog's Secret	Used to customize weapons with Double Overdrive ability.
Winning Formula	Used to customize weapons with Triple Overdrive ability.

## Key Items

Event items are kept in the Key Items inventory, separate from the others. They are automatically used by your characters at the appropriate time.

ITEM NAME	DESCRIPTION
Withered Bouquet	Someone put heart and soul into making this.
Flint	Used to start fires.
Cloudy Mirror	The surface is dark and clouded.
Celestial Mirror	The surface is shiny and bright.
Summoner's Soul	Allows the aeons to learn abilities.
Aeon's Soul	Allows you to raise aeons' attributes.
Jecht's Sphere	A sphere recorded by Jecht ten years ago.
Rusty Sword	An old, rusty sword.
Mark of Conquest	Given to those who have surpassed mortal bounds.
Blossom Crown	Seems to have some connection with a hidden aeon...
Flower Scepter	Seems to have some connection with a hidden aeon...
AI Bhed Primer vol. I	Teaches the letter "A" in AI Bhed.
AI Bhed Primer vol. II	Teaches the letter "B" in AI Bhed.
AI Bhed Primer vol. III	Teaches the letter "C" in AI Bhed.
AI Bhed Primer vol. IV	Teaches the letter "D" in AI Bhed.
AI Bhed Primer vol. V	Teaches the letter "E" in AI Bhed.
AI Bhed Primer vol. VI	Teaches the letter "F" in AI Bhed.
AI Bhed Primer vol. VII	Teaches the letter "G" in AI Bhed.
AI Bhed Primer vol. VIII	Teaches the letter "H" in AI Bhed.
AI Bhed Primer vol. IX	Teaches the letter "I" in AI Bhed.
AI Bhed Primer vol. X	Teaches the letter "J" in AI Bhed.
AI Bhed Primer vol. XI	Teaches the letter "K" in AI Bhed.
AI Bhed Primer vol. XII	Teaches the letter "L" in AI Bhed.
AI Bhed Primer vol. XIII	Teaches the letter "M" in AI Bhed.
AI Bhed Primer vol. XIV	Teaches the letter "N" in AI Bhed.
AI Bhed Primer vol. XV	Teaches the letter "O" in AI Bhed.
AI Bhed Primer vol. XVI	Teaches the letter "P" in AI Bhed.

ITEM NAME	DESCRIPTION
AI Bhed Primer vol. XVII	Teaches the letter "Q" in AI Bhed.
AI Bhed Primer vol. XVIII	Teaches the letter "R" in AI Bhed.
AI Bhed Primer vol. XIX	Teaches the letter "S" in AI Bhed.
AI Bhed Primer vol. XX	Teaches the letter "T" in AI Bhed.
AI Bhed Primer vol. XXI	Teaches the letter "U" in AI Bhed.
AI Bhed Primer vol. XXII	Teaches the letter "V" in AI Bhed.
AI Bhed Primer vol. XXIII	Teaches the letter "W" in AI Bhed.
AI Bhed Primer vol. XXIV	Teaches the letter "X" in AI Bhed.
AI Bhed Primer vol. XXV	Teaches the letter "Y" in AI Bhed.
AI Bhed Primer vol. XXVI	Teaches the letter "Z" in AI Bhed.
Sun Crest	A Celestial Token, fashioned in the shape of the Sun.
Sun Sigil	A Celestial Token, fashioned in the shape of the Sun.
Moon Crest	A Celestial Token, fashioned in the shape of the Moon.
Moon Sigil	A Celestial Token, fashioned in the shape of the Moon.
Mercury Crest	A Celestial Token, fashioned in the shape of Mercury.
Mercury Sigil	A Celestial Token, fashioned in the shape of Mercury.
Venus Crest	A Celestial Token, fashioned in the shape of Venus.
Venus Sigil	A Celestial Token, fashioned in the shape of Venus.
Mars Crest	A Celestial Token, fashioned in the shape of Mars.
Mars Sigil	A Celestial Token, fashioned in the shape of Mars.
Jupiter Crest	A Celestial Token, fashioned in the shape of Jupiter.
Jupiter Sigil	A Celestial Token, fashioned in the shape of Jupiter.
Saturn Crest	A Celestial Token, fashioned in the shape of Saturn.
Saturn Sigil	A Celestial Token, fashioned in the shape of Saturn.





# WEAPONS & ARMOR

Weapons and armor don't work the way they do in many other games. They have no effect on stats, and are simply a vessel for abilities. Each piece of equipment has between one and four ability slots, some of which may be empty. Players can use items to add abilities to empty slots once they unlock the ability to Customize equipment.

## Equipment Abilities

The abilities on equipment can allow you to inflict status ailments, provide protection from ailments or elements, offer modest stat boosts, and grant useful techniques like the ability to counter enemy attacks. Abilities determine the name and appearance of a piece of equipment.

ABILITY NAME	DESCRIPTION	ITEM NEEDED TO CUSTOMIZE	EQUIP
Sensor	View enemy data during battle.	Ability Sphere (x2)	Weapon
First Strike	Act first at beginning of battle.	Return Sphere	Weapon
Initiative	Raises party's chances for a preemptive strike.	Chocobo Feather (x6)	Weapon
Counterattack	Strike back after being physically attacked.	Friend Sphere	Weapon
Evade & Counter	Evade physical attack and strike back.	Teleport Sphere	Weapon
Magic Counter	Strike back after being attacked with magic.	Shining Gem (x16)	Weapon
Magic Booster	Use more MP to heighten spell power.	Turbo Ether (x30)	Weapon
Alchemy	Doubles the potency of recovery items.	Healing Water (x4)	Weapon
Auto-Potion	Automatically use items to recover HP when damaged.	Stamina Tablet (x4)	Armor
Auto-Med	Automatically use items to cure status ailments.	Remedy (x20)	Armor
Auto-Phoenix	Automatically use Phoenix Down on KO'd character.	Mega Phoenix (x20)	Armor
Piercing	Deal normal damage to armored enemies.	Lv. 2 Key Sphere	Weapon
Half MP Cost	Reduces MP cost of spells by half.	Twin Stars (x20)	Weapon
One MP Cost	Reduces MP cost of spells to 1.	Three Stars (x20)	Weapon
Double Overdrive	Charges Overdrive gauge at double speed.	Underdog's Secret (x30)	Weapon
Triple Overdrive	Charges Overdrive gauge at triple speed.	Winning Formula (x30)	Weapon
SOS Overdrive	Charges Overdrive gauge at double speed when HP is low.	Gambler's Spirit (x20)	Weapon
Overdrive -> AP	Earn more AP instead of charging Overdrive gauge.	Door to Tomorrow (x10)	Weapon
Double AP	Doubles amount of AP earned.	Megalixir (x20)	Weapon
Triple AP	Triplies amount of AP earned.	Wings to Discovery (x50)	Weapon
No AP	No AP earned after battles.	None	Weapon
Pickpocket	Improves your odds of stealing rare items.	Amulet (x30)	Armor
Master Thief	Steal only rare items.	Pendulum (x30)	Armor
Break HP Limit	Allows max HP to exceed 9999.	Wings to Discovery (x30)	Armor
Break MP Limit	Allows max MP to exceed 999.	Three Stars (x30)	Armor
Break Damage Limit	Allows max damage to exceed 9999.	Dark Matter (x60)	Weapon
Gillionaire	Doubles amount of gil earned.	Designer Wallet (x30)	Weapon
HP Stroll	Automatically recover HP while walking.	Stamina Tablet (x2)	Armor
MP Stroll	Automatically recover MP while walking.	Mana Tablet (x2)	Armor
No Encounters	No random enemy encounters.	Purifying Salt (x30)	Armor
Firestrike	Adds fire element to attacks and skills.	Bomb Fragment (x4)	Weapon
Fire Ward	Reduces fire-based damage by half.	Bomb Fragment (x4)	Armor
Fireproof	Grants immunity to fire attacks.	Bomb Core (x8)	Armor
Fire Eater	Converts fire damage to HP.	Fire Gem (x20)	Armor
Icestrike	Adds ice element to attacks and skills.	Antarctic Wind (x4)	Weapon
Ice Ward	Reduces ice-based damage by half.	Antarctic Wind (x4)	Armor
Iceproof	Grants immunity to ice attacks.	Arctic Wind (x8)	Armor
Ice Eater	Converts ice damage to HP.	Ice Gem (x20)	Armor
Lightningstrike	Adds lightning element to attacks and skills.	Electro Marble (x4)	Weapon
Lightning Ward	Reduces lightning-based damage by half.	Electro Marble (x4)	Armor
Lightningproof	Grants immunity to lightning attacks.	Lightning Marble (x8)	Armor
Lightning Eater	Converts lightning damage to HP.	Lightning Gem (x20)	Armor
Waterstrike	Adds water element to attacks and skills.	Fish Scale (x4)	Weapon
Water Ward	Reduces water-based damage by half.	Fish Scale (x4)	Armor
Waterproof	Grants immunity to water attacks.	Dragon Scale (x8)	Armor
Water Eater	Converts water damage to HP.	Water Gem (x20)	Armor
Deathstrike	Almost always adds death to attacks and skills.	Farplane Wind (x60)	Weapon
Deathtouch	Sometimes adds death to attacks and skills.	Farplane Shadow (x30)	Weapon
Deathproof	Almost completely protects against death.	Farplane Wind (x60)	Armor
Death Ward	Sometimes protects against death.	Farplane Shadow (x15)	Armor
Zombiestrike	Almost always adds zombie to attacks and skills.	Candle of Life (x30)	Weapon
Zombietouch	Sometimes adds zombie to attacks and skills.	Holy Water (x70)	Weapon
Zombieproof	Almost completely protects against zombie.	Candle of Life (x10)	Armor
Zombie Ward	Sometimes protects against zombie.	Holy Water (x30)	Armor
Stonestrike	Almost always adds petrification to attacks and skills.	Petrify Grenade (x60)	Weapon
Stonetouch	Sometimes adds petrification to attacks and skills.	Petrify Grenade (x10)	Weapon



ABILITY NAME	DESCRIPTION	ITEM NEEDED TO CUSTOMIZE	EQUIP
Stoneproof	Almost completely protects against petrification.	Petrify Grenade (x20)	Armor
Stone Ward	Sometimes protects against petrification.	Soft (x30)	Armor
Poisonstrike	Almost always adds poison to attacks and skills.	Poison Fang (x24)	Weapon
Poisonouch	Sometimes adds poison to attacks and skills.	Antidote (x99)	Weapon
Poisonproof	Almost completely protects against poison.	Poison Fang (x12)	Armor
Poison Ward	Sometimes protects against poison.	Antidote (x40)	Armor
Sleepstrike	Almost always adds sleep to attacks and skills.	Dream Powder (x16)	Weapon
Sleeptouch	Sometimes adds sleep to attacks and skills.	Sleeping Powder (x10)	Weapon
Sleepproof	Almost completely protects against sleep.	Dream Powder (x8)	Armor
Sleep Ward	Sometimes protects against sleep.	Sleeping Powder (x6)	Armor
Silencestrike	Almost always adds silence to attacks and skills.	Silence Grenade (x20)	Weapon
Silencetouch	Sometimes adds silence to attacks and skills.	Echo Screen (x60)	Weapon
Silenceproof	Almost completely protects against silence.	Silence Grenade (x10)	Armor
Silence Ward	Sometimes protects against silence.	Echo Screen (x30)	Armor
Darkstrike	Almost always adds darkness to attacks and skills.	Smoke Bomb (x20)	Weapon
Darktouch	Sometimes adds darkness to attacks and skills.	Eye Drops (x60)	Weapon
Darkproof	Almost completely protects against darkness.	Smoke Bomb (x10)	Armor
Dark Ward	Sometimes protects against darkness.	Eye Drops (x40)	Armor
Slowstrike	Almost always adds slow to attacks and skills.	Gold Hourglass (x30)	Weapon
Slowtouch	Sometimes adds slow to attacks and skills.	Silver Hourglass (x16)	Weapon
Slowproof	Almost completely protects against slow.	Gold Hourglass (x20)	Armor
Slow Ward	Sometimes protects against slow.	Silver Hourglass (x10)	Armor
Confuseproof	Almost completely protects against confusion.	Musk (x48)	Armor
Confuse Ward	Sometimes protects against confusion.	Musk (x16)	Armor
Berserkproof	Almost completely protects against berserk.	Hypello Potion (x32)	Armor
Berserk Ward	Sometimes protects against berserk.	Hypello Potion (x8)	Armor
Curseproof	Almost completely protects against curse.	Tetra Elemental (x12)	Armor
Auto-Shell	Automatically casts Shell on user.	Lunar Curtain (x80)	Armor
Auto-Protect	Automatically casts Protect on user.	Light Curtain (x70)	Armor
Auto-Haste	Automatically casts Haste on user.	Chocobo Wing (x80)	Armor
Auto-Regen	Automatically casts Regen on user.	Healing Spring (x80)	Armor
Auto-Reflect	Automatically casts Reflect on user.	Star Curtain (x40)	Armor
SOS Shell	Casts Shell when HP is low.	Lunar Curtain (x8)	Armor
SOS Protect	Casts Protect when HP is low.	Light Curtain (x8)	Armor
SOS Haste	Casts Haste when HP is low.	Chocobo Feather (x20)	Armor
SOS Regen	Casts Regen when HP is low.	Healing Spring (x12)	Armor
SOS Reflect	Casts Reflect when HP is low.	Star Curtain (x8)	Armor
SOS NulTide	Casts NulTide when HP is low.	Dragon Scale	Armor
SOS NulFrost	Casts NulFrost when HP is low.	Arctic Wind	Armor
SOS NulShock	Casts NulShock when HP is low.	Lightning Marble	Armor
SOS NulBlaze	Casts NulBlaze when HP is low.	Bomb Core	Armor
Strength +3%	Enhances physical attack power by 3%.	Power Sphere (x3)	Weapon
Strength +5%	Enhances physical attack power by 5%.	Stamina Spring (x2)	Weapon
Strength +10%	Enhances physical attack power by 10%.	Skill Sphere	Weapon
Strength +20%	Enhances physical attack power by 20%.	Supreme Gem (x4)	Weapon
Magic +3%	Enhances magic attack power by 3%.	Mana Sphere (x3)	Weapon
Magic +5%	Enhances magic attack power by 5%.	Mana Spring (x2)	Weapon
Magic +10%	Enhances magic attack power by 10%.	Blk Magic Sphere	Weapon
Magic +20%	Enhances magic attack power by 20%.	Supreme Gem (x4)	Weapon
Defense +3%	Reduces damage from physical attacks by 3%.	Power Sphere (x3)	Armor
Defense +5%	Reduces damage from physical attacks by 5%.	Stamina Spring (x2)	Armor
Defense +10%	Reduces damage from physical attacks by 10%.	Special Sphere	Armor
Defense +20%	Reduces damage from physical attacks by 20%.	Blessed Gem (x4)	Armor
Magic Def +3%	Reduces damage from magical attacks by 3%.	Mana Sphere (x3)	Armor
Magic Def +5%	Reduces damage from magical attacks by 5%.	Mana Spring (x2)	Armor
Magic Def +10%	Reduces damage from magical attacks by 10%.	Wht Magic Sphere	Armor
Magic Def +20%	Reduces damage from magical attacks by 20%.	Blessed Gem (x4)	Armor
HP +5%	Raises max HP by 5%.	X-Potion	Armor
HP +10%	Raises max HP by 10%.	Soul Spring (x3)	Armor
HP +20%	Raises max HP by 20%.	Elixir (x5)	Armor
HP +30%	Raises max HP by 30%.	Stamina Tonic	Armor
MP +5%	Raises max MP by 5%.	Ether	Armor
MP +10%	Raises max MP by 10%.	Soul Spring (x3)	Armor
MP +20%	Raises max MP by 20%.	Elixir (x5)	Armor
MP +30%	Raises max MP by 30%.	Mana Tonic	Armor
Capture	Capture fiends for the Monster Arena.	None	Weapon

Game Basics

Items and Equipment

Walkthrough

1

2

3

4

5

6

7

Side Quests & Secrets

8

9

10

11

12

13

14

15

16

17

18

19

20



# ZANARKAND

ENEMIES



SINSCALE



SINSPAWN AMMES

ITEMS

LONGSWORD



POTION (X2)



## Race to the Stadium

Tidus is on his way to a blitzball match at Zanarkand's stadium. However, a small crowd has gathered outside his residence. Speak with the two women and the group of children in the front row to advance through the crowd. Run down a bridge full of fans as a commentator fills in some backstory, then fight your way through the mob to the stadium's entrance.

While on the bridge, repeatedly talk to the wandering woman with yellow leggings and a pink top. Tell her you can get her a ticket, and she thanks you with two **Potions**!



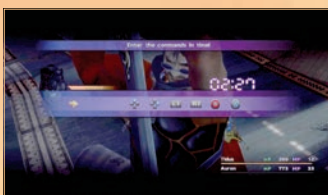
## Survive Sin's Assault

Tidus's blitzball match doesn't go exactly as planned, and he soon finds himself fleeing the stadium. He encounters Auron, who introduces the menace known as Sin and gives Tidus a **Longsword** to battle Sin's cast-off Sinscales. Use the Attack command to cut through the first two waves. In the second wave, attack only the enemies in front of you; the ones behind are immediately replaced with reinforcements.



## SINSPAWN AMMES

HP: 2400 (1000)
AP: 0
WEAKNESS: NONE
STEAL: N/A
WEAKNESS
ABSORPTION
IMMUNITY
HALF DAMAGE



on-screen. Press the button when the marker is directly in the center of the meter to execute the Overdrive. The strength of the attack is determined by the amount of time remaining on the clock.

After using both characters' Overdrives, finish the sinspawn off with normal attacks.

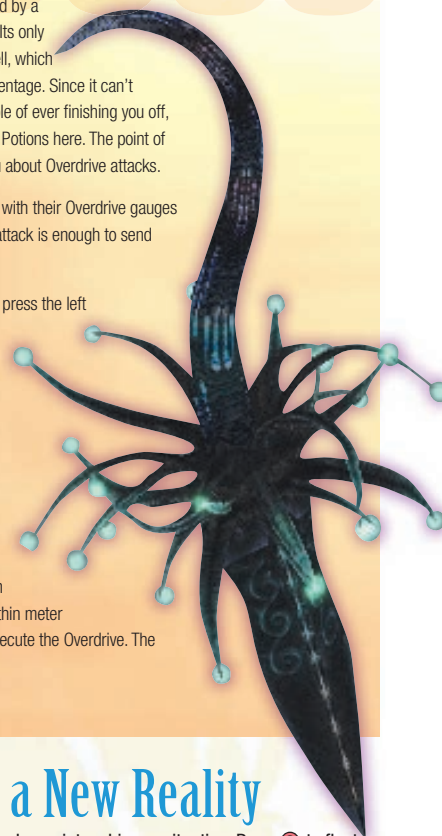
The third wave of Sinscales is led by a boss named Sinspawn Ammes. Its only means of attack is the Demi spell, which reduces your HP by a fixed percentage. Since it can't deal actual damage, it's incapable of ever finishing you off, so there's no need to waste any Potions here. The point of this battle is merely to teach you about Overdrive attacks.

Tidus and Auron start this battle with their Overdrive gauges nearly full. The sinspawn's first attack is enough to send Auron's gauge over the edge.

When it's Auron's turn to attack, press the left directional button to access the Overdrive menu. Select his Overdrive, called Bushido, and execute his Dragon Fang attack. Quickly enter the commands displayed on-screen to execute the attack at maximum power.

Tidus's Overdrive is called Swordplay. When the countdown starts, a marker races across a thin meter

# BOSS



## Cut Through Sinscales

Move to the Save Sphere beyond the sinspawn's corpse. Touching the Save Sphere restores your characters to full health.

Just when Tidus and Auron think they have broken through, they are surrounded by even more Sinscales! During this confrontation, watch carefully for enemies whose wings start to flicker. Eliminate those enemies next, or they perform the damaging Spines attack.

After the first wave is defeated and replaced by new foes, Auron instructs Tidus to attack the Tanker hanging from the bridge. Focus all of your attacks on the Tanker until it falls and explodes.



## Seek a New Reality

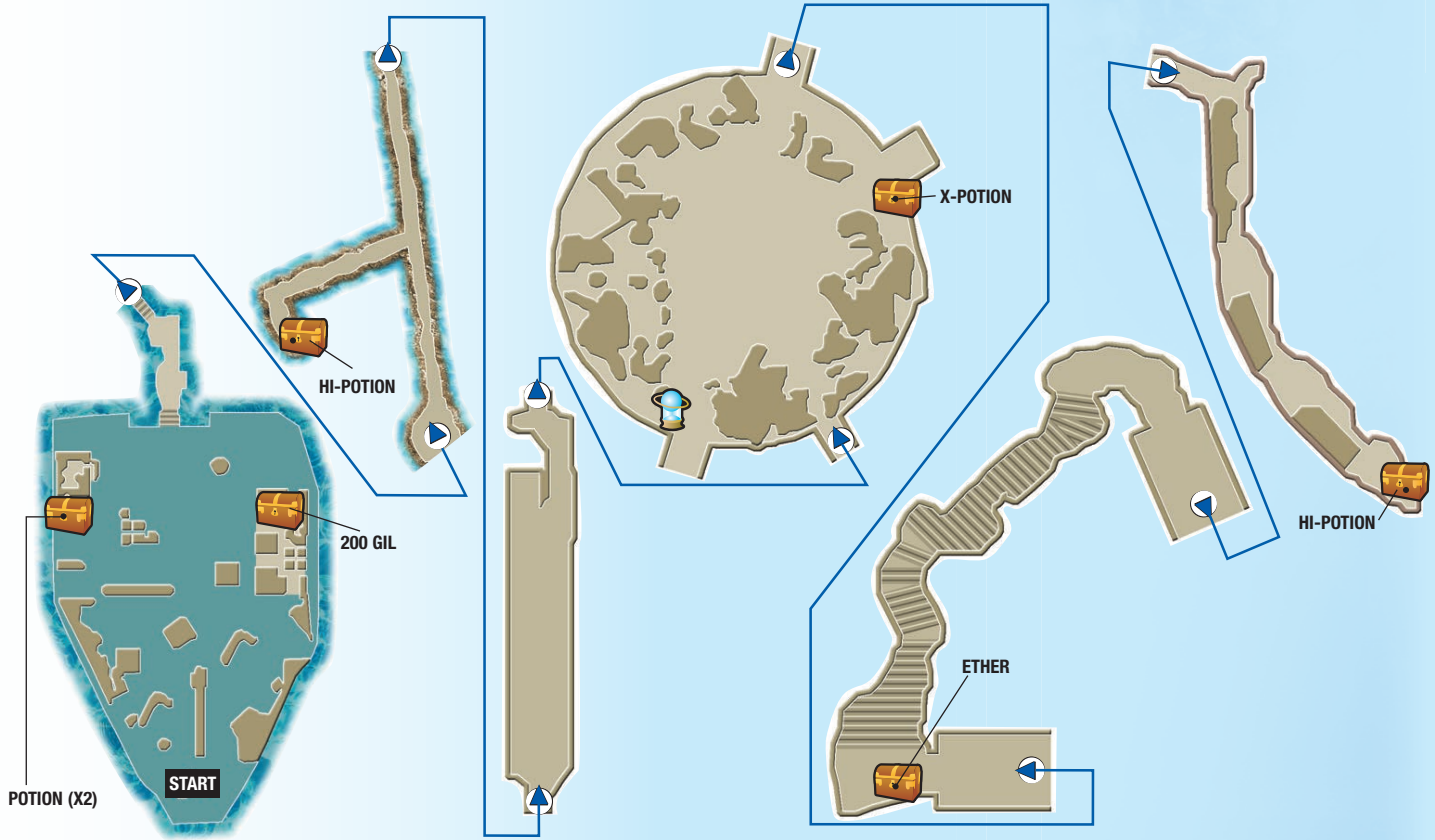
Tidus is then drawn into a bizarre situation. Press to float downward. Swim toward the blurry figure standing on the platform (Auron?) to advance to the next area.





# AL BHED TERRITORY

ENEMIES	SAHAGIN	PIRANHA	GEOSGAENO	KLIKK	TROS
	ITEMS	POTION (X5) HI-POTION (X2)	200 GIL ETHER	AL BHED PRIMER VOL. I X-POTION	KEY ITEMS FLINT WITHERED BOUQUET



## Explore the Submerged Ruins

Tidus is alone and adrift in a sea of ruins. Use the left analog stick to guide Tidus through the water, and press to dive under the surface.

On the area's far west side, a small set of stairs leads to a chunk of dry land. The blue globe-like object is an Al Bhed Compilation Sphere, which doesn't serve much use until subsequent playthroughs. This sphere prompts you to load a file, so you can import your Al Bhed Dictionary from a prior playthrough. (If it's your first, ignore the sphere.) Travel south from the sphere to find a chest with **two Potions**.

Another platform to explore is on the pool's far east side. A sign is here, written in Al Bhed—a language Tidus won't understand until he's completed his Al Bhed Dictionary. Directly behind the sign is a partially hidden treasure chest containing **200 gil**.

Follow the red arrow on the auto-map to the stairs on the pool's north rim. They lead to a stone bridge with a Save Sphere and a chest with a **Hi-Potion** (turn west when the bridge forks).





# GEOSGAENO

HP: 32,767 (90 TO ESCAPE)

AP: 0

WEAKNESS: NONE

STEAL: N/A

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2



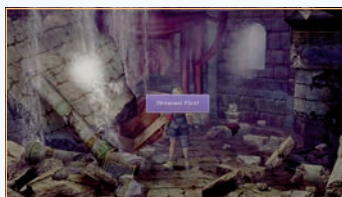
Shortly after the Hi-Potion fork, the bridge collapses, sending Tidus back into the pool. Swim to the north, where you face a trio of Sahagins. After you kill two, the third is consumed by the giant Geosgaeno.

This is a battle you can't really win, but it's also a battle you can't lose. Attack the Geosgaeno three times, and the fight moves to its conclusion. The Geosgaeno counterattacks each time, but the attacks can only deal fractional amounts of damage, and can't kill you.

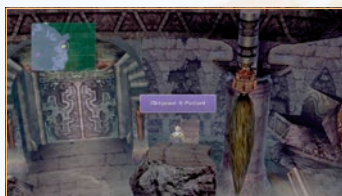
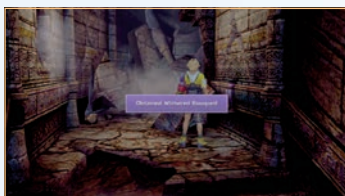
## Gather Fuel for the Fire

Following Tidus's escape from Geosgaeno, navigate up the stairs and through the door. You need to build a fire. In the center of the massive room are logs that can be kindled into flame. Go through the doors near the Save Sphere to the south, search the open drawer for the **Flint**, and return to the main chamber.

Head to the north part of the map, then enter the doorway marked on the on-screen map with a green square. Ascend the stairs and examine the dried flowers to obtain the **Withered Bouquet**. Don't miss the chest full of **Ether** on the way, or the chest with the **Hi-Potion** on the upper-level passage past the bouquet. When you return to the central chamber, look to the right of the northwest locked door and find a hidden chest with an **X-Potion**.



Now you're ready to start the fire, provided you've gathered all of this area's treasures and saved at the Save Sphere. Examine the logs once again to set them ablaze.



# KLIKK

HP: 1500 (400)

AP: 5 (7)

WEAKNESS: NONE

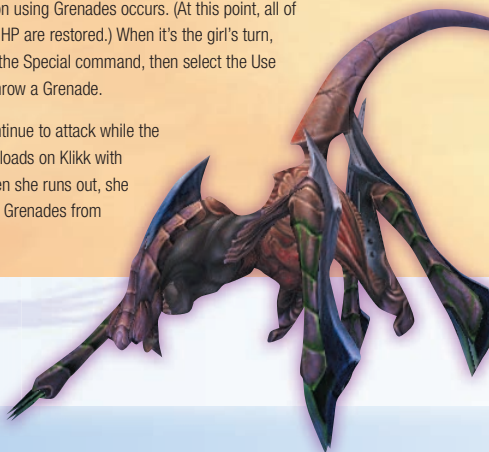
STEAL: GRENADES

WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2

Shortly after Tidus dozes off, the campfire goes out. Turning to scrounge for more materials, the blitzball champ sees that he is not alone.

It's best to just trade blows with this agile opponent. Keep a close eye on the CTB Window on the screen's right side. When Tidus has two turns in a row, if he's taken over 200 HP worth of damage, spend one of the turns using a Potion. Keep striking the Klikk until a group of people blow down the door (this happens after you deal around 750 HP of damage). A young woman joins Tidus in the battle, and a tutorial on using Grenades occurs. (At this point, all of the Klikk's lost HP are restored.) When it's the girl's turn, scroll down to the Special command, then select the Use command to throw a Grenade.

Have Tidus continue to attack while the mystery girl unloads on Klikk with Grenades. When she runs out, she can steal more Grenades from the Klikk!



## Awaken on the Al Bhed Ship

Tidus is abducted and forced to work for his captors. On the ship's deck, talk to the soldier on the left to get three **Potions**. You can find **Al Bhed Primer vol. I** in the northeast corner; claiming it triggers the game's first trophy.

Return to the girl who speaks Tidus's language and talk to her. A short tutorial on Abilities and the Sphere Grid follows. Afterward, the Sphere Grid command appears on the Main Menu. Tidus should have gained a Sphere Level after the last fight, so use the Sphere Grid to acquire the Cheer ability.



## Join the Salvage Operation

After speaking to the girl a second time, she and Tidus dive into the water to perform a salvage operation. Press **○** to dive, following the chain to the sunken ship. You may encounter Piranhas along the way; use these opportunities to steal Grenades, earn spheres, and gain AP.

Inside the sunken ruins, there is a Save Sphere just past the entrance. Press **○** to descend to it. Swim forward and examine the large control panel to open the door.




Swim east through the next large chamber, where more Piranhas attack. Have your companion steal as many Grenades as possible and leave the disposal of these enemies up to Tidus. Afterward, join the girl in examining the mysterious device they guarded. In the process, Tidus draws the attention of a rather massive foe. Swim back to the first chamber to engage the enemy.













# TROS

HP: 2200 (600)  
AP: 8 (12)  
WEAKNESS: NONE  
STEAL: GRENADES

WEAKNESS   

ABSORPTION   


IMMUNITY   

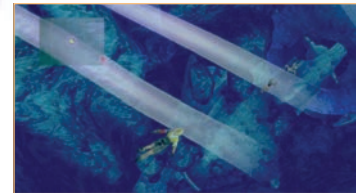
HALF DAMAGE   



After each character uses their first turn to attack or steal, Tros swims to the chamber's other side, and a short tutorial on Trigger Commands begins. On your next turn, press left to enter the Trigger Command menu and choose "Stand By." This action passes your turn to restore 50 HP to each character. On Tidus's next turn, use the Cheer ability if it's available. After the short rest, Tros uses its Nautilus Charge to attack both characters at once.

Spend your next turns using Potions to recover any lost HP. When you get an opportunity, use a Grenade against the boss.

Tros swims to the other side of the room again. If it isn't Tidus's turn, press  until he is ready to go again. If you check Tidus's Trigger Commands this time around, there is an option to perform a Pincer attack. This attack causes your characters to surround the boss, preventing its Nautilus Charge attack.

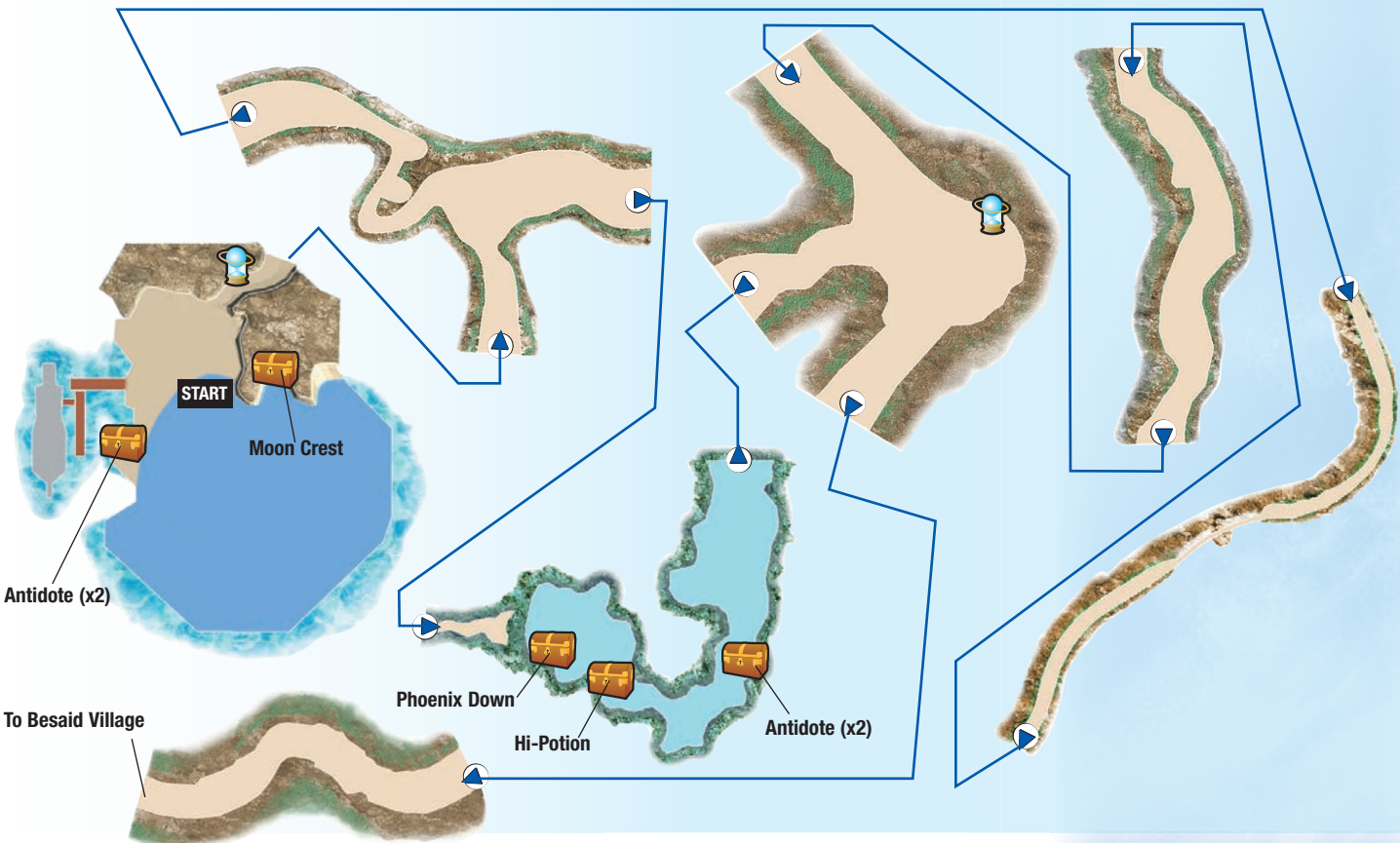


## Regroup on the Ship

After the tense battle, follow your companion through the hole in the wall and swim in the direction indicated by the red arrow on the on-screen map. The crew returns to the ship. During the dialogue, you have an opportunity to use the Save Sphere. Speak to the girl again when you're ready to continue Tidus's strange journey.

# ISLE OF BESAIID

ENEMIES	 PIRANHA	 DINGO	 CONDOR	 WATER FLAN	 GARUDA
	ANTIDOTE (X4) PHOENIX DOWN (X5) AL BHED PRIMER VOL. II	HI-POTION (X2) 400 GIL	POTION (X2) ROD OF WISDOM	BROTHERHOOD ETHER	SEEKER'S RING 400 GIL



Walkthrough  
Items and Equipment  
Characters & Aeons  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary

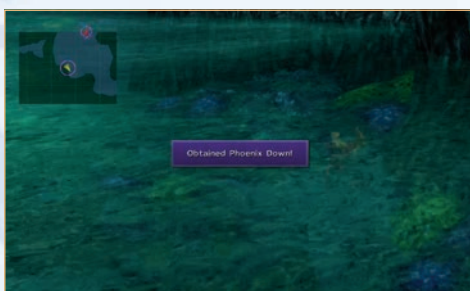


## Meet the Besaid Aurochs

After meeting a local blitzball team known as the Besaid Aurochs, collect the items scattered around the beach area. Make sure not to miss the Moon Crest in a small cove just east of where you met the blitzball team. Two **Antidotes** are in a chest to the west, and you can collect many other sundry items, including **Potions**, a **Hi-Potion**, and **200 gil**, by repeatedly talking to the members of Wakka's team.



Follow Wakka inland until you reach a high cliff over a beautiful lagoon. After Wakka shoves Tidus into the water, swim around and collect some useful items from the three sunken treasure chests along the southeast wall (you must dive down to reach them). Piranhas are in the water, so don't dawdle while following the red auto-map arrow to dry land.



## Visit Wakka's Village

When the duo returns to dry land, head down the mountain from the Save Sphere toward the village. Wakka and Tidus encounter two Crusaders. After Wakka teaches the prayer of Yevon to Tidus, explore the village for treasure chests. Outside the first tent to the west is a **Phoenix Down**, and inside is an item shop where you can buy Potions, Phoenix Downs, and Antidotes. North of that tent, tall grass hides a passage to the west that leads to three chests, containing a **Hi-Potion**, **400 gil**, and two **Potions**.

Stop by the Crusaders Lodge in the northwest tent. Speak to Gatta and Luzzu about the origin of the Crusaders and their war against Sin. You can take a nap at the inn if desired, and there's a sphere monitor next to the attendant's desk that lets you review past tutorials. Wakka is in the center tent to the east, but he's waiting for Tidus to pay a visit to the village temple on the hill.



## Pay Your Respects at the Temple



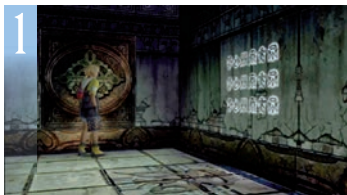
After speaking with the Crusaders, run to the temple on the hilltop. Inside, head toward the central stairs. After a lecture about the summoners and the principles of Yevon, return to Wakka's hut and accept his offer to take a nap.

When Tidus wakes up, return to the temple and move to Wakka's side. Worried about the apprentice summoner, Tidus pushes his way into the inner sanctum. There, the brash young hero must solve an extremely clever puzzle.



## Unlock the Cloister of Trials

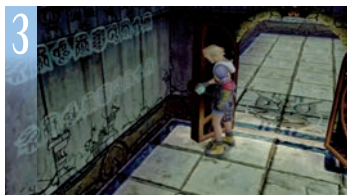
Tidus has entered a sacred area intended only for the faithful. Areas similar to this one can be found in each temple throughout Spira. Using magical glyphs and spheres, you must unlock the secrets of the Cloister of Trials to enter the sacred Chamber of the Faith, where summoners go to pray for new aeons. Powerful treasures are always hidden in these areas, but you need Destruction Spheres to find them.



1 Move to the back of the first area and examine the glyph on the wall. This ancient ideogram helps to open a new path. Another glyph glows on the right side of the room. Examine it to reveal a secret chamber.



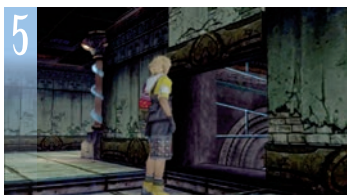
2 Descend the stairs to the small overhang on the wall. Examine this for a brief explanation about spheres, and then obtain the **Glyph Sphere**. Move to the door at the bottom of the stairs, and insert the Glyph Sphere to open it.



3 Take the Glyph Sphere from the open door panel, and proceed to the next sphere recess.



4 Insert the Glyph Sphere to reveal a secret room. Inside is a **Destruction Sphere**, but don't take it just yet. Proceed to the next area.



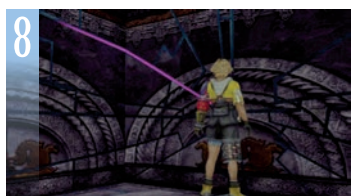
5 Examine the runes across from the pedestal to reveal a Glyph. Examine the Glyph again to open a hidden chamber. Enter the chamber and remove the **Besaid Sphere**.



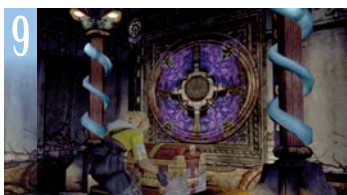
6 Insert the Besaid Sphere into the pedestal. This reveals yet another chamber, and Tidus pushes the pedestal inside.



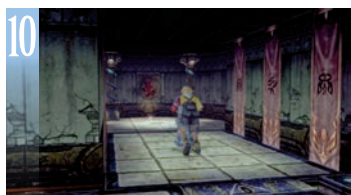
7 At this point, leave the pedestal and return to the Destruction Sphere.



8 Place the Destruction Sphere in the slot in which you found the Besaid Sphere. This opens a hidden chamber on the far side of the Cloister.



9 Go to the new opening in the wall, and obtain a **Rod of Wisdom** from the treasure chest.



10 Return to the pedestal and push it into the room until it locks into place and sinks into the floor.

## Prepare for Yuna's Pilgrimage

Follow Wakka's group out of the temple to the village circle, where Yuna summons Valefor for the first time. Later that night around the campfire, talk to Yuna. When you're ready to continue, speak to Wakka and choose the option to sleep. During the night, Tidus has a strange dream. Move him toward Yuna on the pier.

The next morning, Wakka gives Tidus Brotherhood, a beautiful blue sword. After Yuna joins, your party leaves the village. Tidus equips **Brotherhood** automatically, but you must manually equip Yuna with the Rod of Wisdom you found in the temple.

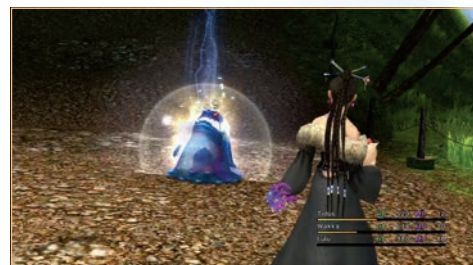
Before going too far, turn around and return to Besaid. Grab the Al Bhed Primer vol. II from the ground near the lodge's reception desk. Speak to the item shop owner, who tells you about a strange discovery made by her dog. If the dog isn't in the shop, search the town for it. Talk to the dog, and it gives you the item it found. This unlocks Valefor's second and more powerful Overdrive attack!



## Take the First Steps of Your Journey

As the party ascends the mountain, they engage in a series of tutorial battles against several different creatures. Simply follow the advice of the other characters to learn how to use each party member's special skills in battle.

At the top of the mountain, have Tidus pray with the others if you wish. Head north from the place of prayer toward an ancient structure. An indecipherable message is written in Al Bhed on the first column. Continue along the path and a monster jumps out and attacks Tidus!



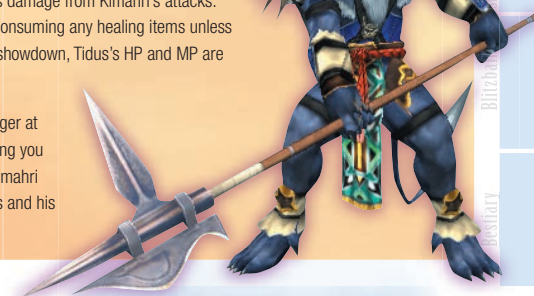
### KIMAHRI

HP:	750 (300)
AP:	3 (4)
WEAKNESS:	NONE
STEAL:	N/A
WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	1
HALF DAMAGE	1/2



Use the Cheer ability to receive less damage from Kimahri's attacks. Keep attacking Kimahri and avoid consuming any healing items unless it's absolutely necessary. After the showdown, Tidus's HP and MP are restored to full.

Hopefully, Tidus's Overdrive will trigger at some point during the battle, allowing you to bring the fight to an early end. Kimahri alternates between physical attacks and his powerful Jump attack.





## Embark at the Besaid Docks

After the battle with Kimahri, follow the mountain trail past the waterfalls. Be prepared for additional tutorial battles. When the next fight ensues, you must switch out Tidus for Yuna. Summon Valefor and have it cast magic spells on the enemy. If pushed into Overdrive, unleash Valefor's Overdrive attack for a powerful finish. When battling foes in this area, keep an eye out for equipment drops like Tidus's Metal Shield, and Lulu's Bright Bangle and Variable Mog, which your party can put to immediate use.

Return to the beach where you first met Wakka and follow the party onto the pier. Before boarding the boat, talk to the assembled well-wishers to receive some gifts, including an **Ether**, three tufts of **Phoenix Down**, a **Seeker's Ring**, and **400 gil**. Talk to the little boy on the plank to obtain a **Remedy**, then board the S.S. Liki.



## S.S. LIKI

ENEMIES



SIN



SIN SPAWN ECHUILLES



SIN SCALE

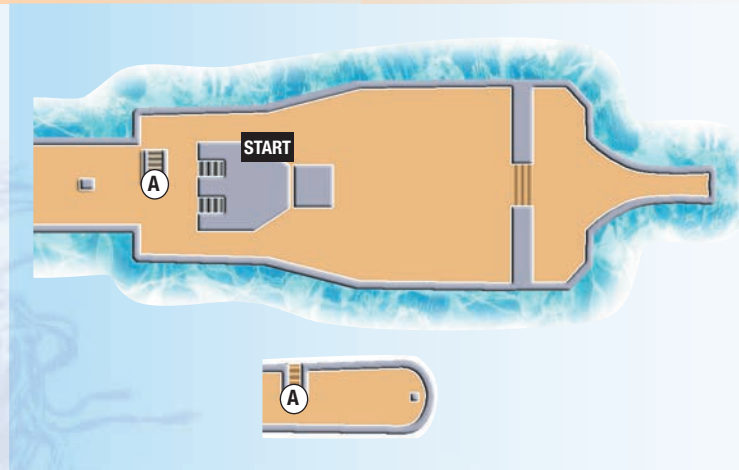
ITEMS

POTION (X5)  
REMEDY



KEY ITEMS

AL BHED PRIMER VOL. III



## O'AKA XXIII, MERCHANT EXTRAORDINAIRE

Below deck, Tidus meets O'aka. With a little help, O'aka can become a great merchant. After meeting O'aka the first time, speak to him again. He then asks if you can loan him some gil; consider it an investment in his business.

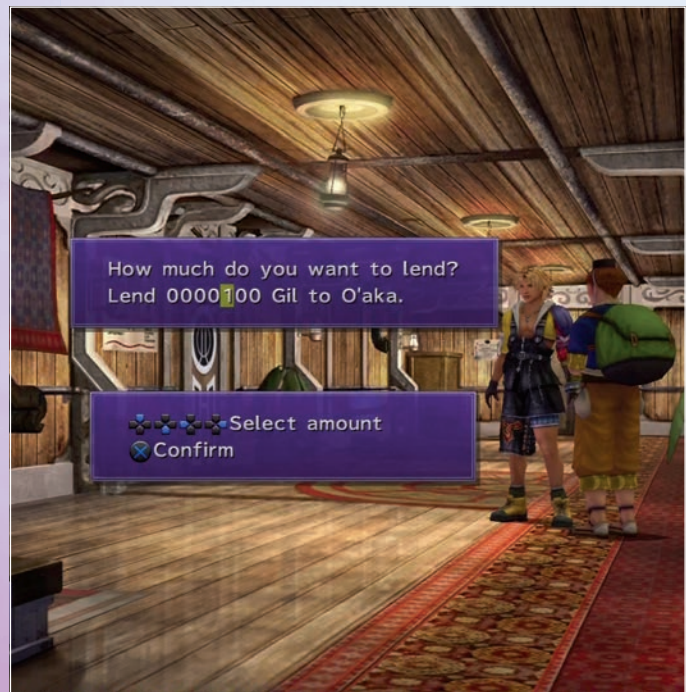
O'aka appears again in various places throughout the game. His prices are generally high, but if you loan him 10,000 or more gil, you are able to buy items at 30% off their usual prices. You'll make back that investment if you buy a lot of pricey equipment later in the game, but money is at a premium now, so don't feel obligated to give him much. You'll have more opportunities to increase your loan amount before he starts selling anything worth buying.

## Get Your Sea Legs on the S.S. Liki

After speaking to Wakka, go below deck. The entrance is at the rear of the ship, next to the bridge's door. In the hall, find the Save Sphere and the arrogant merchant O'aka XXIII, who's looking for a loan (see sidebar).

Search the southeast corner of the power room (south of the stairs) to find the **Al Bhed Primer vol. III**—you can only see a corner of it sticking out. In the cabin to the west, kick the luggage to get a **Potion**. If you have less than 20 Potions, you can keep doing this until you reach 20. A chest holding a **Remedy** is across from the suitcase.

When you're finished, return to the deck and join the small crowd gathered around the summoner. After speaking to Wakka again, approach Yuna on the bow.



INVESTMENT TOTAL	GOODS PRICE
0-100 Gil	Standard Price x 2.0
101-1000 Gil	Standard Price x 1.5
1001-10,000 Gil	Standard Price x 1.2
10,001 Gil and up	Standard Price x 0.7



# SIN

HP: SIN: 2000 (1000), SINSCALES:200 (400)  
 AP: SIN: 10 (15), SINSCALES: 2 (3)  
 WEAKNESS: NONE  
 STEAL: N/A

WEAKNESS **x1.5**  
 ABSORPTION **+**  
 IMMUNITY **/**  
 HALF DAMAGE **1/2**



This gigantic monster launches Sinscales to engage the party on the deck, which are replaced by new Sinscales for each set of three you eliminate. But the real target is Sin's gigantic fin, which can only be hit by Wakka's blitzball, Lulu's spells, and Yuna's aeon.

While a combination of those characters target the fin, have Tidus or Kimahri focus on the Sinscales. Leaving one Sinscale alive stops Sin from producing more and limits the amount of damage that your party can take, allowing you to go all-in on the fin. But this is a pretty easy battle, so you may want to just keep killing them for the AP.



# SINSPAWN ECHUILLES

HP: 2000  
 AP: 12  
 WEAKNESS: DARKNESS  
 STEAL: N/A

WEAKNESS **x1.5**  
 ABSORPTION **+**  
 IMMUNITY **/**  
 HALF DAMAGE **1/2**



As Wakka dives overboard to rescue Tidus, an underwater sinspawn emerges from the depths. A challenging battle is about to begin!

Use Tidus's Cheer ability to improve both men's strength and defense, and use Wakka's Dark Attack to blind Echuilles. This causes its Drain Touch ability to miss and even gives you a chance to dodge its powerful Blender attack. You should ignore the Sinscales (although they continually inflict damage); instead, target Echuilles exclusively to end the battle as soon as possible.

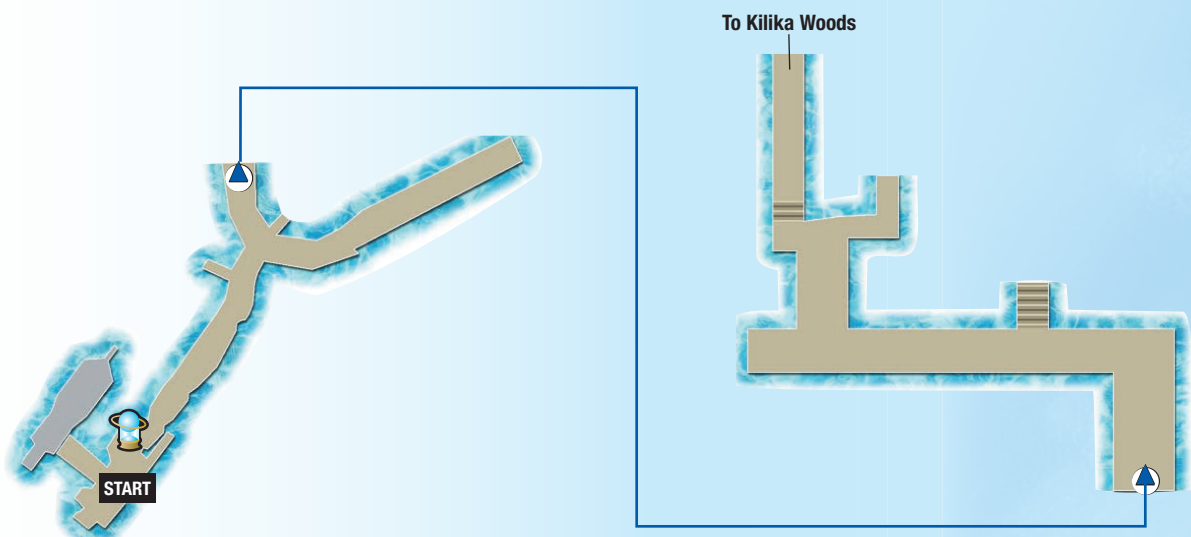
Continue to use Wakka's Dark Attack when needed. If Wakka runs out of MP, use an Ether to replenish it. Keep a close eye on the CTB Window on the screen's right side. Use a Potion or Hi-Potion when a character is low on HP and your foes have consecutive turns coming up.



# KILIKA



ENEMIES	RAGORA	LORD OCHU	DINONIX	YELLOW ELEMENT	KILLER BEE	SINSPAWN GEAUX
	ITEMS	POTION (X3) ETHER	ELIXIR MANA SPHERE (X2)	REMEDY NULBLAZE SHIELD	SCOUT HI-POTION	LUCK SPHERE





## Sift Through the Ruins of Kilika

Follow the other characters into the remains of Kilika. The shop and the bar are closed for now, so continue west until Tidus finds Yuna with the survivors. They're preparing to "send" their loved ones to the Farplane.

The next morning, one of the Aurochs tells Tidus that Wakka is waiting. Before reporting to him, there are a few tasks remaining in Kilika. Just west of the inn, rescue the crying girl from the rubble west of the docks. You'll see her again at the local bar, where you can take an **Ether** out of a chest for a reward, and also pick up **AI Bhed Primer vol. IV** from the counter. You can also pick up three **Potions** from a chest north of the inn.

The old woman by the chest to the south is a merchant who sells arms and armor for all of your party members. You've probably found a few equally good items as item drops, so spend your gil on the characters who haven't had an upgrade yet. But don't waste money on Wakka's Scout weapon; you'll find a freebie soon.



## Travel Through Kilika Woods

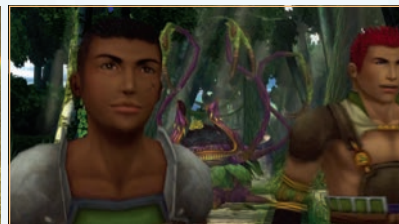
Wakka is overseeing construction at the east end of the pier, so visit him when you're ready to leave. Afterward, head west back through Kilika and north to the woods that lead to Kilika Temple.

Proceed straight ahead on the forest path to trigger another tutorial battle. Use Kimahri's Lancet ability to learn the Seed Cannon attack from the Ragora. It's a good idea to perform Lancet each time you encounter a new type of monster.

Luzzu and Gatta stand beyond the AI Bhed sign. They introduce Lord Ochu, an optional boss that is challenging but can be beaten with the correct strategy. Still, you may want to explore the forest a bit and rack up some AP before challenging him. If you do beat him, talk to Luzzu to receive a valuable Elixir as a reward.

A thin passage to the west leads north past Lord Ochu and also hosts a chest with Wakka's Scout weapon. Along the path you encounter a blue-clad Crusaders sentry who is sending scouts between herself and a second sentry to the northeast. She gives you a Remedy. If you've defeated Lord Ochu, speak to her again for a NulBlaze Shield. The second sentry gives you a Hi-Potion. The passage to the east here contains two Mana Spheres, so be sure to claim these as well.

After grabbing the Luck Sphere at the end of the central north-south path, travel east to the lakeshore and then turn to the north to reach the temple stairs. There, on the stairs, Sinspawn Geneaux launches his attack.



## BOSS: LORD OCHU (OPTIONAL)

HP: 4649 (800)

AP: 40 (60)

WEAKNESS: FIRE

STEAL: N/A

WEAKNESS x1.5

ABSORPTION +

IMMUNITY /

HALF DAMAGE 1/2



Lulu and Yuna are the keys to victory in this battle, so make sure to keep them in good health with liberal applications of Potions. Use Antidotes or have Yuna cast Esuna as soon as Lord Ochu inflicts a character with his poison.

Have Lulu pummel Lord Ochu with Fire spells, and if Tidus has learned Haste, have him cast it on Lulu to further increase her damage potential. Make sure to check Lord Ochu's HP regularly by targeting him with a character who

has a weapon with the Sensor ability. The key to winning this battle is having Yuna summon Valefor when Ochu falls below 2,000 HP. That's the point at which his battle strategy changes and he begins casting Earthquake—a powerful spell that Valefor is completely immune to. Around this time, Lord Ochu falls asleep to begin regenerating lost HP. Use normal attacks (not spells) to wake him as soon as you see the Z's appear over his head.





# BOSS

## SINSPAWN GENEAX

HP: BODY: 3000 (900), TENTACLES: 450 (500)  
 AP: BODY: 48 (72), TENTACLES: 5 (7)  
 WEAKNESS: BODY: FIRE (ABSORBS WATER), TENTACLES: NONE  
 STEAL: N/A

WEAKNESS	x1.5						
ABSORPTION	+						
IMMUNITY	7						
HALF DAMAGE	1/2						



This Sinspawn begins the battle rolled up in a ball that can only be pierced by Kimahri's piercing weapons. While it is weak to fire, targeting its body at the start of the battle is futile, since its tentacles absorb the magic. Instead target the tentacles behind you with both spells and physical attacks.

Once the tentacles are gone, the body unwraps into its true form. All physical attacks will now hurt it, but Fire still works best. If Wakka has learned the Silence Attack ability, use it to prevent the sinspawn from casting Water, and use Yuna to heal and cast Esuna on poisoned party members.

Once the sinspawn is slain, the steep path to Kilika Temple is clear.

## Unravel the Mysteries of Kilika Temple

At Kilika Temple, Wakka meets a team of blitzball rivals, and Yuna encounters a competitor of her own. Follow the group into the inner sanctum. When Tidus is left behind, head back toward the door for another encounter with Dona and her guardian. Inside the temple, Tidus must unlock another Cloister of Trials. Once again, an aeon waits at the end, along with a well-hidden item (a **Red Armlet**) that can only be acquired with careful use of the Destruction Sphere.



1 Enter the Cloister and remove the **Kilika Sphere** from the pedestal on the left.



2 Place the Kilika Sphere in the slot next to the door. This causes it to catch fire. Remove the sphere to extinguish the blaze, and bring it with you into the next chamber.



3 Proceed into the next chamber. Insert the Kilika Sphere into the slot on the north wall to make a glyph appear above the shelf. Remove the Kilika Sphere and insert it into one of the side shelves, and then touch the glyph to open the wall.



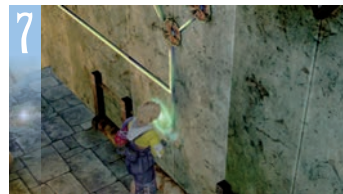
4 Remove the Glyph Sphere and set it on one of the side shelves.



5 Enter the fiery chamber and move to the right. Step on the glowing floor switch to teleport the pedestal in from the previous room.



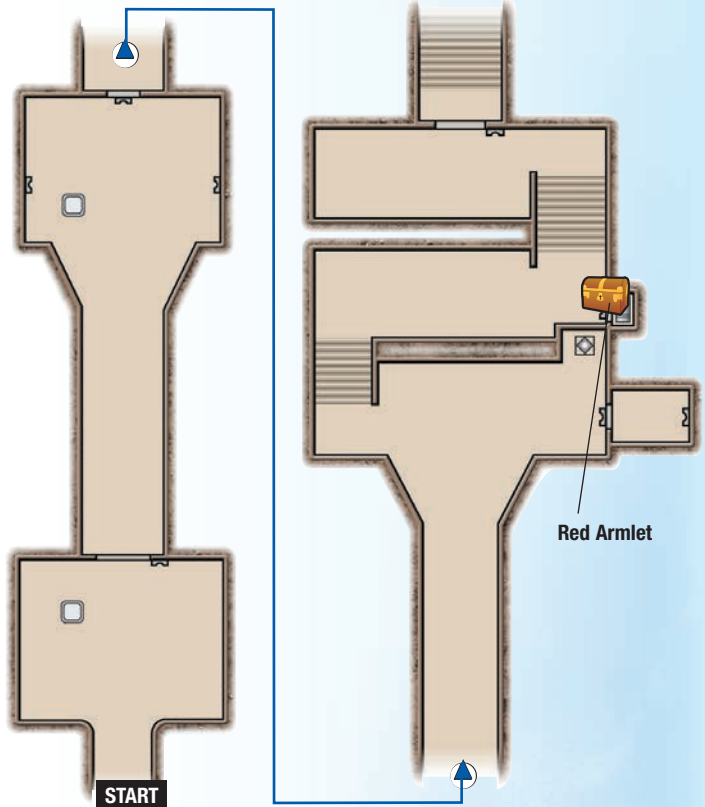
6 Take the **Kilika Sphere** from the right wall to extinguish the flames. Place the Kilika Sphere into the pedestal.



7 Return to the previous chamber and grab the Glyph Sphere. Place it in the wall where you found the Kilika Sphere and put out the fire. This opens a secret chamber.



8 Push the pedestal with the Kilika Sphere on it to the floor switch to make a section of the platform drop.







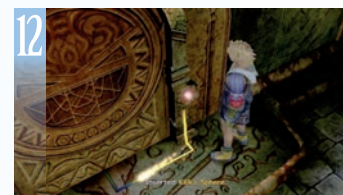
9 Go downstairs and take the Kilika Sphere from the new slot. Place it into the slot next to the exit, and leave it there.



10 Obtain the **Destruction Sphere** from inside the secret chamber on the top platform. Take it downstairs and use it in the new slot beneath the ledge.



11 Open the chest inside the newly revealed area to obtain the **Red Armlet**.



12 Take the Kilika Sphere from the slot beside the exit and continue through the door.

## S.S. WINNO

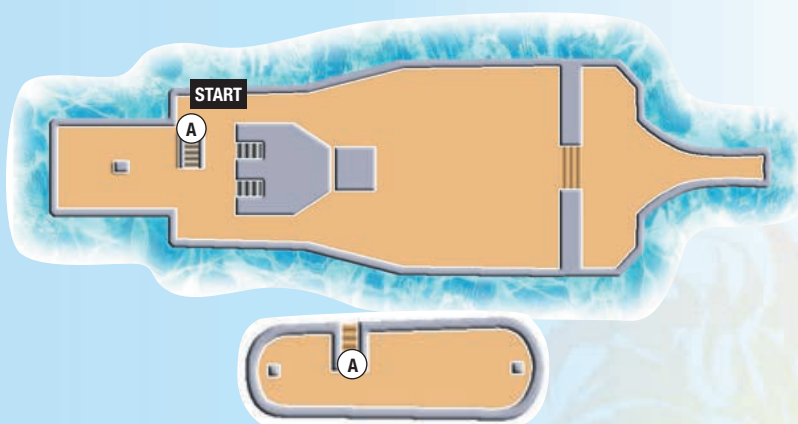
ITEMS

HI-POTION



KEY ITEMS

AL BHED PRIMER VOL. V



## Set Sail to Your Next Adventure

Now that Yuna has won the trust of Ifrit, your business in Kilika is concluded. Travel back to town, where you can hop onto a waiting vessel known as the S.S. Winno.


Grab a **Hi-Potion** from the chest in your cabin, then head outside and speak to O'aka again. Since your party probably has more gil at this point, you're likely in a better position to lend O'aka money.

Head to the deck to view a number of optional events and pick up **Al Bhed Primer vol. V** from the deckhouse near the stairs.


Move to Yuna's location at the rear of the boat to break up a conversation between Yuna and the Luca Goers blitzball team. Afterward, speak to Yuna again. Ascend the stairs to the upper deck, where Tidus overhears Lulu and Wakka talking. Only a fraction of the backstory is revealed each time you walk upstairs, so you must do so multiple times to hear it all.



## Master the Legendary Jecht Shot

When you're ready to end your voyage, save at the Save Sphere downstairs. Now, examine the blitzball on the deck. After practicing various combinations of D-pad directions and , Tidus attempts the legendary Jecht Shot for real.



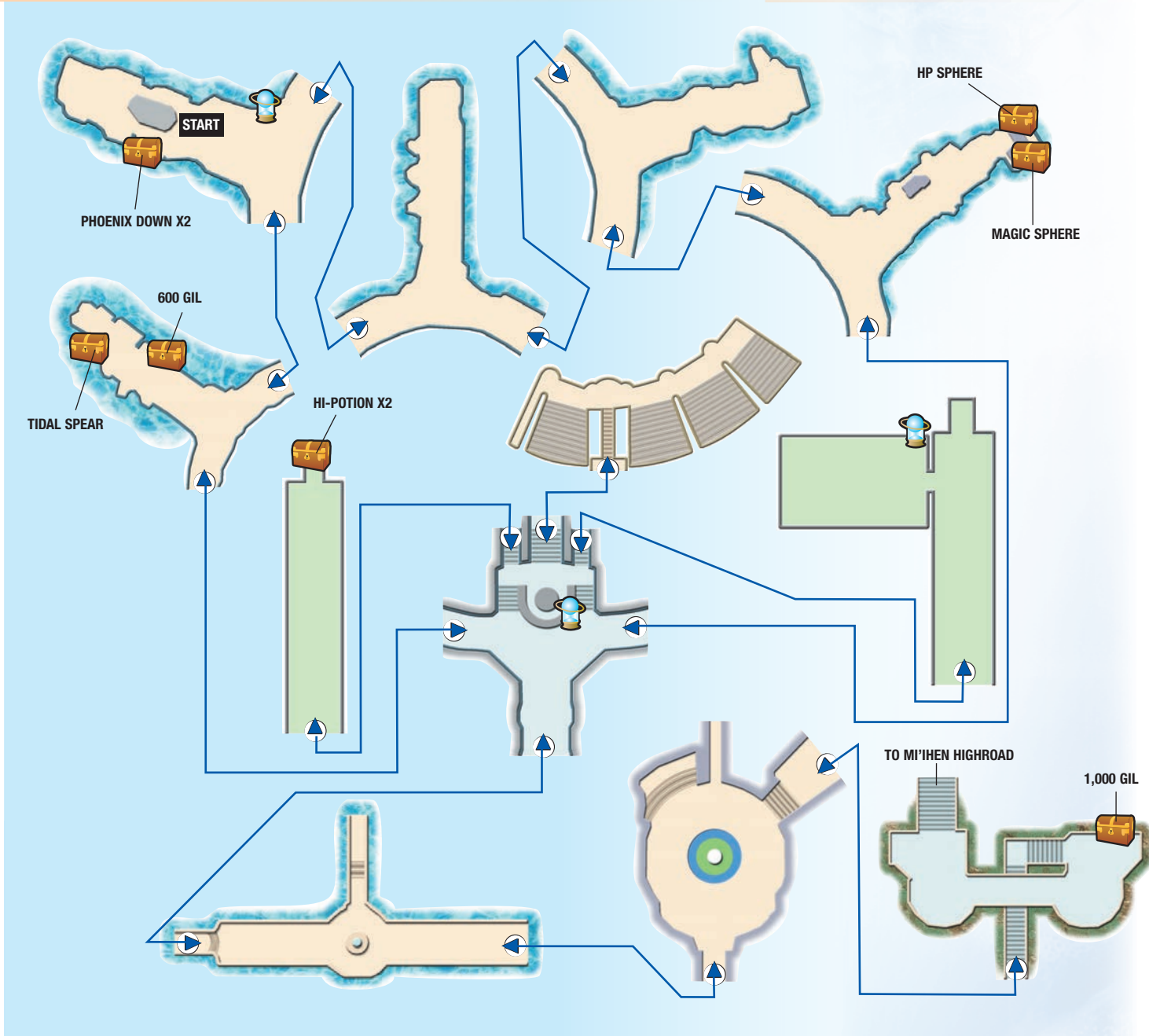
Press the D-pad in the direction of each line of dialogue that appears on the screen (along with ) to have Tidus learn the Jecht Shot blitzball move and earn the Striker trophy. If you fail, well... That was your only chance. Good thing you saved, right?





# LUCA

ENEMIES				
WORKER	OBLITZERATOR	SAHAGIN CHIEF	VOUIVRE	SINSCALE
ITEMS		KEY ITEMS		
HI-POTION X2	TIDAL SPEAR	MAGIC SPHERE	1,000 GIL	AL BHED PRIMER VOL. VI
600 GIL	PHOENIX DOWN (X2)	HP SPHERE		AL BHED PRIMER VOL. VII



## Meet the Maester and Master Blitzball

As soon as you arrive at Luca, Yuna decides she wants to witness the arrival of Grand Maester Mika at the next dock over. Exit the dock where the Winno is anchored and head north to reach the maester's ship.

After the event scene, you are sent straight to the Aurochs' locker room for an important tutorial. Take the time to at least familiarize yourself with the basic rules and controls of blitzball. During the next portion of the game, your blitzball knowledge will be tested in a most extreme way!

Yuna hears that Auron is in Luca, and she wants Tidus to help look for him. After leaving the locker room, you can access the blitzball tutorial again by reentering the room and examining the board next to Wakka.



- Game Basics
- Items and Equipment
- Characters & Areas
- Walkthrough
  - 1
  - 2
  - 3
  - 4
  - 5
  - 6
  - 7
- Side Quests & Secrets
- Blitzball
- Bestiary



## Loot Luca Before Beginning Your Search

Upon leaving the locker room, take a moment to search Luca for useful items. Head left from the Aurochs' locker room to the next stairway down, where the opposing teams are located. Behind the closest player's foot is the **AI Bhed Primer vol. VI**, and there are two **Hi-Potions** in a treasure chest at the very back of the hallway.



There are many other items to find around the docks surrounding the stadium. At the dock where the Winno is anchored, a treasure chest contains two tufts of **Phoenix Down**. Further back on Dock 1, collect **600 gil** and a **Tidal Spear** from the treasure chests. Finally, hidden behind the crates at the back of Dock 5 are two treasure chests containing a **Magic Sphere** and an **HP Sphere**. You can also find O'aka near Dock 1, now selling a small handful of arms and armaments.

## Search for Auron in the City

After collecting all the items in the docks area, head south from the ticket booth to find Yuna. Travel east with her to the town square. Ascend the stairs on the square's right side, and keep climbing until you reach a chest containing **1000 gil**. Luzzu and Gatta are across the balcony, preparing for the Crusaders' big attack. When you're finished browsing around the area, return to the town square and enter the café.



## Rescue Yuna from the AI Bhed Ship

The trio of Lulu, Tidus, and Kimahri must rescue Yuna from the AI Bhed ship at Dock 4. The shortest route to the dock is blocked off, so you must continue all the way around the stadium through Docks 1 through 3. In the Dock 1 area, the party encounters machina Workers. Use Lulu's Thunder spell to take them out quickly. More drones assault the party as you cross the areas between docks.

At Dock 4, the AI Bhed launch wave after wave of Workers in a single battle. After the party watches the tournament broadcast for a moment, turn and head up Dock 4 toward the departing AI Bhed ship. The party leaps on board to face an extremely powerful enemy!

## OBLITZERATOR

HP: 6000 (600)

AP: 36 (54)

WEAKNESS: THUNDER

STEAL: N/A

WEAKNESS  $\times 1.5$

ABSORPTION +

IMMUNITY 1

HALF DAMAGE 1/2

At this point in the game, Kimahri and Tidus must rely upon physical attacks and Lulu is still casting low-level spells, so this is a difficult fight. However, the crane parked on the platform's right side proves to be a lifesaver. First, if Tidus has learned Haste, have him cast it on Lulu. Then cast Thunder on the crane every round to jump-start it. After charging it three times, use Tidus's Trigger Command to utilize the crane. The crane rips off the top half of the Oblitzerator, greatly reducing its HP and immobilizing it.



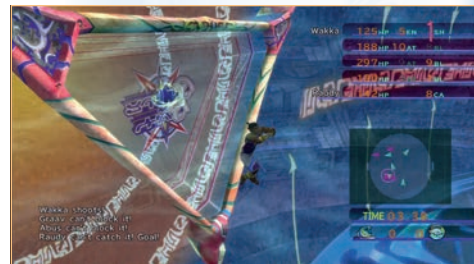


## Sink the Luca Goers

After Tidus walks Yuna out of the Aurochs' locker room, go back inside. You have one last opportunity to check out the blitzball tutorial by examining the blue monitor on the wall. When you're ready to play the Luca Goers, speak to Wakka on the bench.

The Goers are a championship-caliber team and it shows. Their players' HP is almost twice that of the Besaid Aurochs. However, it is quite possible to win this match. The trick is to focus on passing from player to player in the first half of the game so everyone can level up at halftime. At that point, equip Tidus with his Jecht Shot technique or his new Sphere Shot technique. In the first three minutes of the match, focus on getting the ball to Tidus so he can use either ability to take a winning shot. After three minutes, Wakka replaces Tidus, and he can use his Venom Shot to go for a goal himself.

Win or lose, your adventure goes on, but victors earn a **Strength Sphere** and the Teamwork trophy.



## Fight Your Way Out of the Stadium

After the game, fiends invade the sphere pool! Tidus and Wakka must fight several groups of Sahagin Chiefs on their own. If you find your standard attacks are just 10 or 20 points short of dealing the 170 points of damage to kill them outright, use Tidus's Cheer ability to put them over the top. If that's still not enough, use Wakka's Dark Attack to blind at least one foe early in the fight, then ignore it and focus on the other targets.

After Auron's dramatic entrance, his piercing sword should slay the Vouivre in one stroke. When Tidus and Wakka join him to fight the Garuda, use Wakka's Dark Attack to blind the creature, causing its Sonic Boom attacks to consistently miss. Also, Auron's Power Break weakens the Garuda's attacks.



## Bid Farewell to Luca for Now

On your way out of town, head south from the shop and then north past the fountain where Yuna was hounded by journalists to reach the Sphere Theater. The Music and Movie Spheres that let you relive the sights and sounds of your journey are much too expensive to buy now, but you can find **Al Bhed Primer vol. VII** on the ground.

Follow Auron from the docks through the square and up to the area where Luzzu and Gatta were hanging out. After Auron formally joins the party, speak to Yuna. Soon afterward, the quest for the final aeon continues.





# MI'IHEN HIGHROAD

ENEMIES

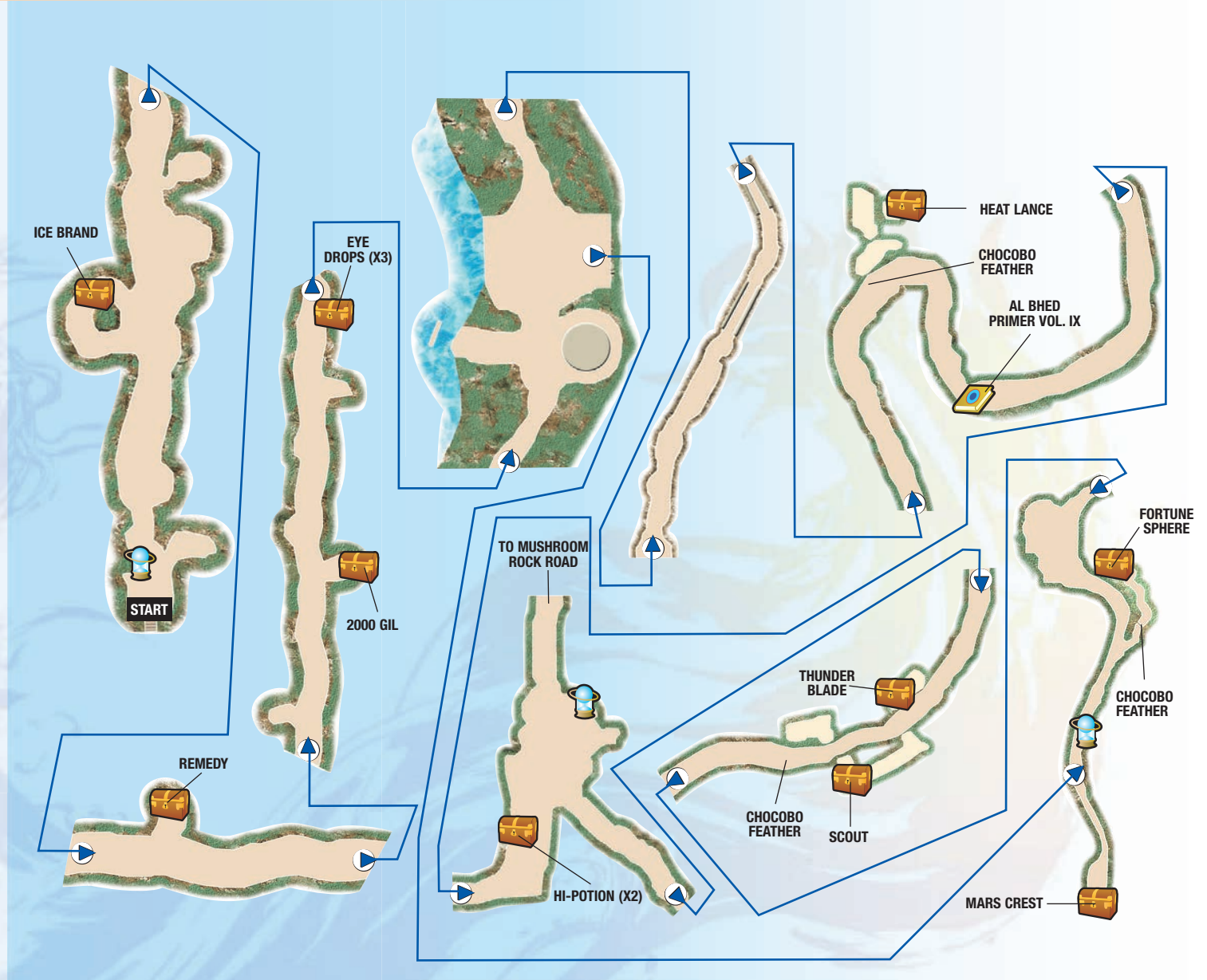
RALDO	BOMB	MI'IHEN FANG	WHITE ELEMENT	FLOATING EYE	DUAL HORN
CHOCOBO EATER	VOUIVRE	THUNDER FLAN	IPIRIA	RED ELEMENT	LAMASHTU
RAPTOR	GANDAREWA	GARUDA	FUNGUAR	SINSPAWN GUI	

ITEMS

HI-POTION (X9)	RED RING	SOFT (X3)	MEGA-POTION (X4)	TOUGH BANGLE	1000 GIL
HUNTER'S SPEAR	600 GIL	2000 GIL	THUNDER BLADE	PHOENIX DOWN (X2)	POTION (X10)
ANTIDOTE (X6)	ICE BRAND	ETHER (X2)	SCOUT	X-POTION	SERENE ARMLET
LV. 1 KEY SPHERE (X2)	REMEDY (X3)	EYE DROPS (X3)	FORTUNE SPHERE	400 GIL	SERENE BRACER


KEY ITEMS

AL BHED PRIMER VOL. VIII	AL BHED PRIMER VOL. X
AL BHED PRIMER VOL. IX	MARS CREST





## Explore the Ruins Outside of Luca

Move to the Save Sphere on the left. A new option lets you play blitzball whenever you desire. There's always a league you can join for prizes! You can also begin recruiting free players by talking to prospective blitzballers with the  button. There's no one in the immediate area who fits the bill, but there is one coming up.

Many people travel the Mi'ihen Highroad, and they all seem to be very supportive of summoners and their guardians. By speaking to travelers along the way, you can gain a **Hi-Potion**, a **Hunter's Spear**, two **Antidotes**, a **Lv. 1 Key Sphere**, four more **Antidotes**, a **Red Ring**, and **600 gil**.

A historian named Maechen is on the road's left side. He can tell you about the Highroad and Lord Mi'ihen. Continue up the left side to the ruins of a small tower, where the old man makes a formal introduction. An **AI Bhed** message is inside the ancient ruins, and an **Ice Brand** is in the treasure chest behind the ruins.



### TEAM TACTICS

During battles on the Highroad, use Wakka to shoot down aerial monsters and blind Dual Horns. Tidus should tackle the more agile ground beasts, while Lulu should focus on eliminating White Elements. Auron is effective at killing hard-shelled enemies. Summon Valefor and Ifrit often, and build Yuna's rapport with both aeons. This is a great area to level up your characters for the challenges ahead.

## Battle Belgemine on the Second Stretch

After a meeting with the Chocobo Knights, move into the small area on the right to meet the summoner Belgemine. She challenges Yuna to an important battle.

To win, either Yuna or Valefor should be in Overdrive mode when the battle begins. Belgemine summons Ifrit, leaving Yuna to summon Valefor. Quickly perform Energy Ray, and then take note of Ifrit's attack pattern. It performs a regular attack, followed by Meteor Strike. Before each Meteor Strike attack, press the right directional button and use Valefor's Shield to deflect some of the damage. Ifrit is immune to the delay effect of Valefor's Sonic Wings, so either attack or cast Blizzard at the opposing aeon.

By winning this battle, Yuna receives an **Echo Ring**. If you lose, she gets a less useful **Seeker's Ring**.



## Travel to Rin's Travel Agency

After your first encounter with Belgemine, continue up the Highroad to the next area. Move left and open the treasure chest behind the Chocobo Knight for a **Remedy**. Further up the trail's left side is a kid playing with a blitzball. Leave the ball alone and speak to him first. He hands over three **Softs**. A treasure chest containing **2000 gil** is beyond the kid, in a small area off to the right.


When the Crusaders park their wagon on the left, talk to the trembling man for an **Ether**. Then talk to Luzzu and Gatta. After meeting Shelinda, proceed to the last treasure chest on this part of the Highroad. Three **Eye Drops** are inside it.



## Protect the Travel Agency Chocobos

After taking a short break at Rin's Travel Agency, go outside and talk to Yuna. Back inside the store, speak to one of the shoppers to get a **Lv. 1 Key Sphere**. Also, the clerk on the counter's left side sells weapons and items. This includes Pearl armor, which increases magic defense.

As you start to leave, Rin introduces himself and gives Tidus the **AI Bhed Primer vol. VIII**. When the trouble with the chocobos begins, he also supplies two **Mega-Potions**. Go outside and run north toward the chocobo corrals to see what all the fuss is about.

Ropp, the burly man behind the counter at Rin's Travel Agency, is the first recruitable blitzball player. At level 5, he'd definitely be a major asset to your team, although his services will cost you 200 gil per game. To recruit him, approach him and press the  button.





# CHOCOBO EATER

HP: 10,000 (800)	
AP: 90 (135)	
WEAKNESS: FIRE	
STEAL: N/A	
WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	/
HALF DAMAGE	1/2



The Chocobo Eater is one tough customer! It occasionally stretches out its arms and knocks the party back toward a cliff. If the characters get knocked over the edge, the battle ends and you get no AP and no gifts from Rin.

Start the fight with a party of Lulu, Tidus, and Wakka. Cast Haste on Lulu so she can

perform Fire spells more rapidly. Use Wakka's Dark Attack to blind the Chocobo Eater. Eventually, substitute Kimahri and Auron for Wakka and Tidus, and let Lulu keep casting spells. Use Auron's Power Break to reduce physical damage received.

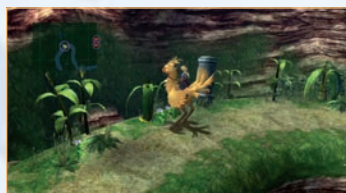
If the Chocobo Eater is knocked onto its back, it loses its armored status, allowing non-piercing weapons to inflict normal damage. The party's attacks can push the prone monster backward by inflicting over 500 HP of damage. This provides them more room away from the ledge. Also, whenever the Chocobo Eater is down, aeons' Overdrive attacks inflict much more damage. So if Yuna hits Overdrive mode, save her Grand Summon until the characters get the monster on its back. If you can push the Chocobo Eater off the cliff, you receive two **Lv. 1 Key Spheres**.

If the Chocobo Eater pushes the party off the cliff, they find themselves at the bottom of the gorge. If this happens, you must work your way back up to the gates of Mushroom Rock.



## Take a Chocobo for a Spin

If you defeat the Chocobo Eater, Rin offers to let you use a chocobo free of charge. While riding a chocobo, no enemies will attack you, and you can still search for items, open treasure chests, and speak to people by pressing the  $\otimes$  button. As you proceed into the valley, look for yellow chocobo feathers marking secret passages that can only be used by a chocobo (these are marked on the map). In the curvy pass beyond the bridges north of the travel agency, press  $\otimes$  at a feather to make the chocobo leap to a **Heat Lance**. Don't miss **Al Bhed Primer vol. IX** on the ground in the same area.



## Onward to Mushroom Rock

The area outside the gates of Mushroom Rock is free of fiends. The sphere monitor to the left of the gates contains combat lessons on Funguars, Garudas, and Basilisks. The chocobo handler is near the sinspawn cages on the right side. The handler will continue to allow you to ride a chocobo for free if you defeated the Chocobo Eater. Dona and her guardian can't get through the gates, and you won't have any better luck until you explore the Old Highroad section. Hop on a chocobo and ride southeast. As you proceed into the valley, look for another yellow chocobo feather that lets you leap up two ledges to a **Thunder Blade** and a **Scout**.

Continue into the gorge and speak to Lucil of the Chocobo Knights. Move south and look for a small alcove on the passage's east side. Position the chocobo at the bottom of the rocks and press  $\otimes$  to hop up to the ledge. After the chocobo finds the **Fortune Sphere** and trots back to the ground, continue south to find O'aka near a Save Sphere (O'aka sells only basic supplies here but is still accepting investments). The **Mars Crest** is at the very bottom of the area.



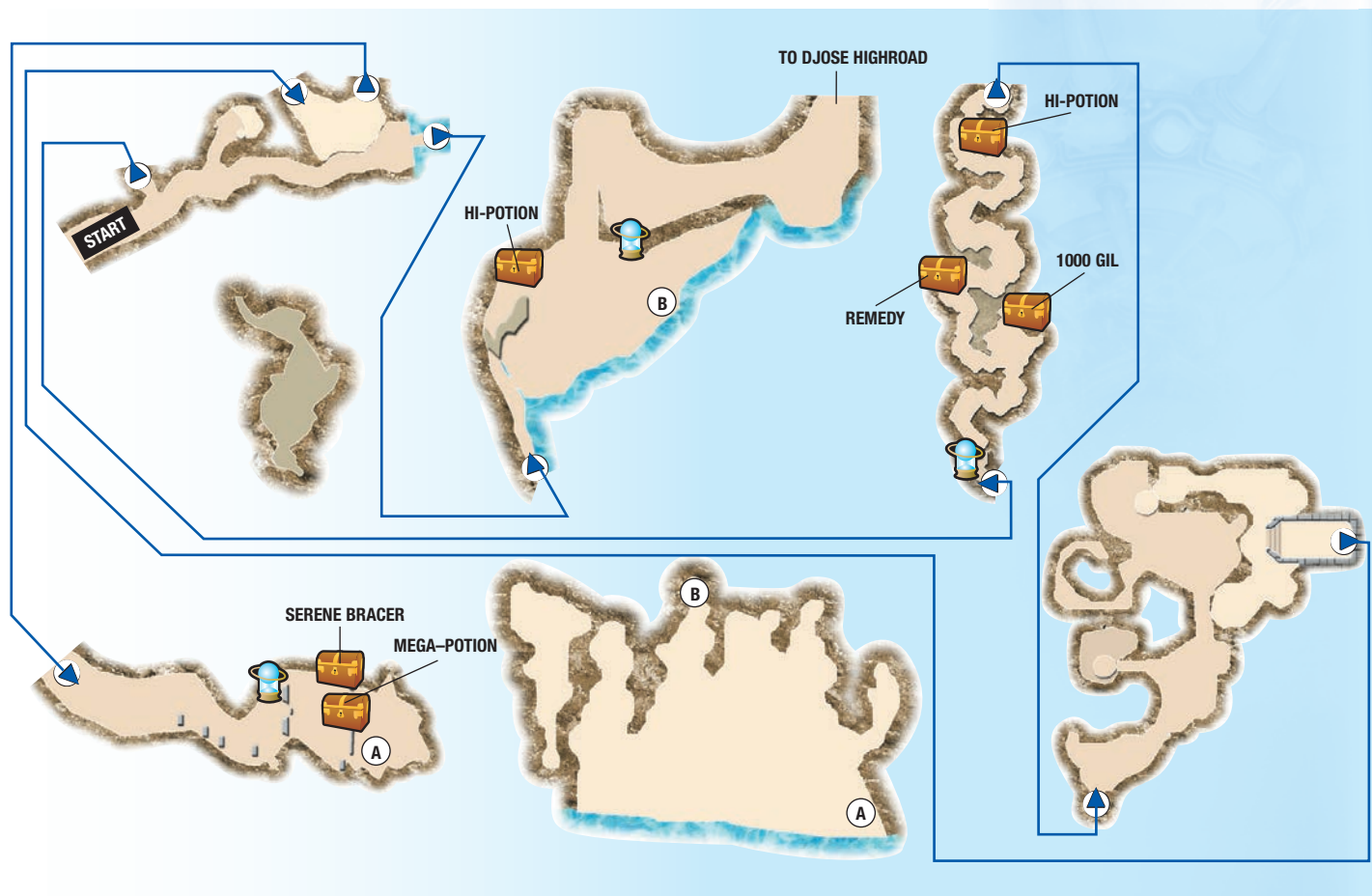
## Infiltrate Operation Mi'ihen

Return to the gates of Mushroom Rock. Speak to the guard on the right to learn that you cannot pass. However, he does reveal the Crusaders' plans.

The guard on the left accepts donations for the cause. If you donate 100 gil, you get a **Scout** in appreciation. For 1000 gil, the guard hands over an **Ice Lance**. If you happen to have 10,000 gil, the guard gives you Yuna's **Moon Ring**. Head away from the gates until Maester Seymour approaches. The powerful Yevon leader gets Yuna and her group entry into Mushroom Rock. Follow him inside when you're ready.







## Travel to the Command Center

After conferring with the young maester, make your way through Mushroom Rock. Speak to the Crusaders wandering this area to receive such items as a **Tough Bangle**, a **Remedy**, an **Ether**, two tufts of **Phoenix Down**, a **Hi-Potion**, an **X-Potion**, and **400 gil**. Continue north until Clasko stops you and directs you west. O'aka is hanging out there with a full inventory of high-priced equipment and items.

Past the next Save Sphere, a guard hands over a **Hi-Potion** for luck. Step on the platform bearing the Yevon symbol and press to rise to the level above. Continue north until you spot a guard next to a treasure chest. The chest holds **1000 gil**, and the guard gives you 10 **Potions**! Continue to collect treasures as you proceed up the chasm. If you need healing, talk to Shelinda; she'll be happy to provide it for free.

Ride the next Yevon platform up to the high ridge. Take the path leading west off the main path to access another Yevon platform. Ride it down to the small area below to find a **Serene Armlet**. Return to the upper level, and proceed west to the tip of the C-shaped side path that leads to **Al Bhed Primer vol. X**.

Take the last platform up to the highest ridge. Talk to the guard posted next to the machina platform to receive a **Mega-Potion**. Move past the Save Sphere to witness a conversation between Luzzu and Gatta. Afterward, speak to Luzzu again. Save your game and ride the machina up to the command center.





## Launch Operation Mi'ihen

Continue west through a field of cannons and sinspawn cages to the command center. Outside the wall, speak to the Chocobo Knight on the right side if you want to learn more about the operation. O'aka stands to the left of the entrance, and he has more equipment to sell.

Stepping through the gate, a less-than-enthusiastic Gatta greets the party. The options you choose when talking to Gatta are crucial. They essentially determine the fate of Gatta and Luzzu. If you speak to Gatta twice and choose the second option both times, Luzzu dies in the upcoming battle. Any other option causes Gatta to die instead.

After meeting Maester Kinoc, open the treasure chests on either side of Lulu and Yuna to receive a **Mega-Potion** and a **Serene Bracer**. When you're ready to fight, speak to the man whose position is marked on the map by a red arrow.



## SINSPAWN GUI

HP: HEAD: 4000 (800), BODY: 12,000 (800),  
ARM: 800 (500)  
AP: 400  
WEAKNESS: NONE  
STEAL: N/A  
WEAKNESS x1.5  
ABSORPTION +  
IMMUNITY /  
HALF DAMAGE 1/2



attack. Attack and cast spells at the creature's head, and save any mass damage-dealing Overdrives and both of Yuna's summons until the head is close to death. At that point, use your Overdrives or aeons to finish off the head and deal damage to the boss's other body parts at the same time.

After eliminating the head, bring in heavy hitters like Auron and Kimahri to attack the body. If the arms are still alive, take them out first so they can't protect the body. The arms regenerate every third turn Gui takes, so continue saving aeons and Overdrives for when you can hit three targets at once.

After apparently defeating the creature, you witness a long event scene before it returns for round two. But don't worry; it returns in a far weaker state, and you have the extremely powerful Seymour fighting by your side. Note that this fight provides the only opportunity to see Seymour's Overdrive, so if you're curious, you may want to stall until Seymour is able to use it (this can take an extremely long time).

## BOSS

Start with Lulu, Wakka, and Yuna on the battlefield, exclusively targeting the creature's head. Occasionally, the head begins to move. When this occurs, counter the impending attack with any long-range attack or spell. If you're unable to do so, be prepared to use Yuna's Esuna spell to clear the deadly poison of the boss's Venom.



## Regroup and Assess the Damage

After Tidus awakens, take a moment to learn some new abilities on the Sphere Grid. Then, comb through the scattered bodies until you find Gatta or Luzzu.

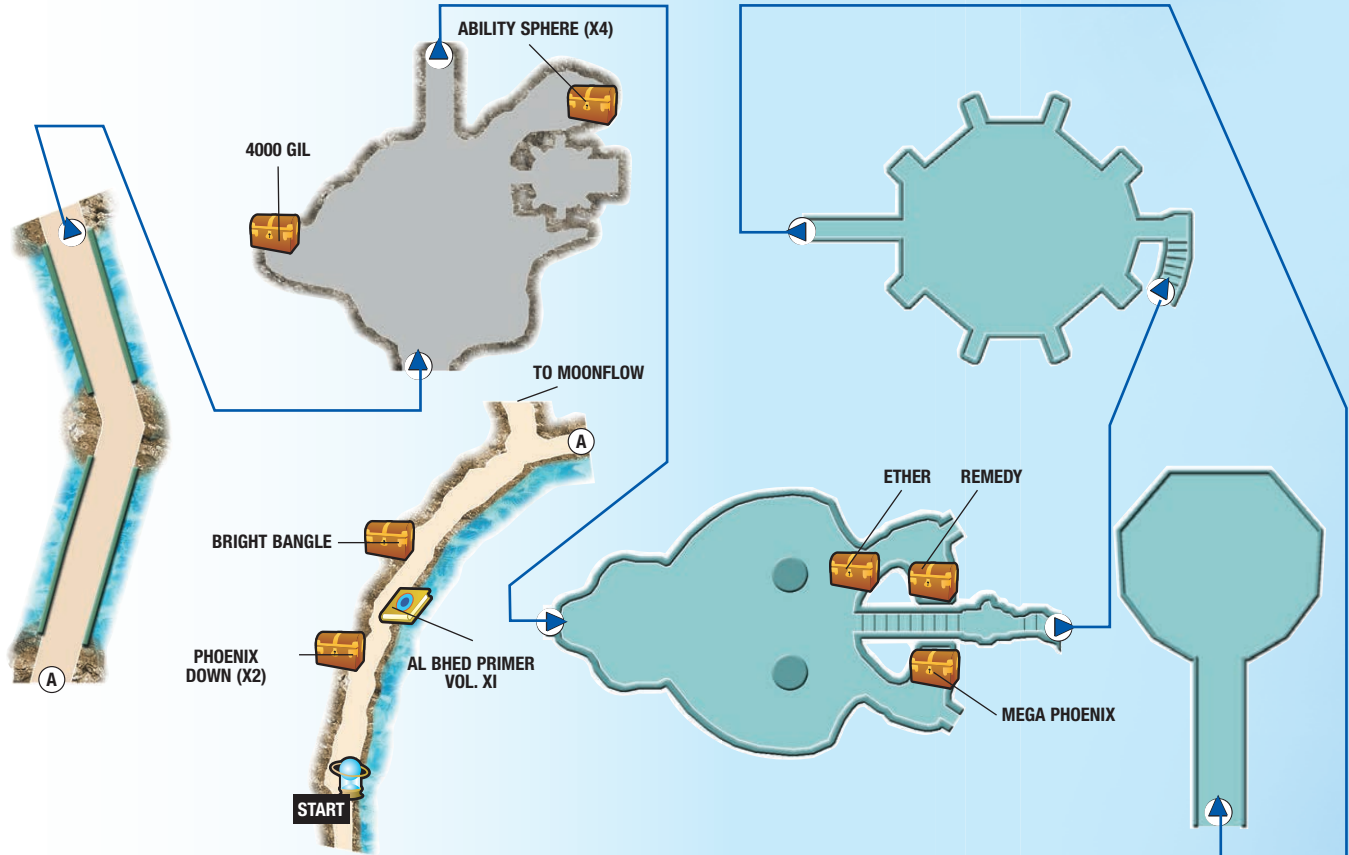
After the characters attempt to recover from the trauma of the carnage, collect the **Hi-Potion** and speak to all the other party members on the beach. Then follow the party up the path toward Djose.





# DJOSE HIGHROAD

ENEMIES	BITE BUG		FUNGUAR		BASILISK		GARM		BUNYIP		GANDAREWA				
ITEMS	SOFT RING	VARIABLE STEEL	PHOENIX DOWN (X2)	HI-POTION (X3)	BRIGHT BANGLE	ETHER (X2)	MEGA-POTION	4000 GIL	ABILITY SPHERE (X4)	REMEDY	MEGA PHOENIX	SWITCH HITTER	MAGIC SPHERE	HALBERD	POTION (X10)
KEY ITEMS	AL BHED PRIMER VOL. XI														



## Collect Treasure on the Highroad

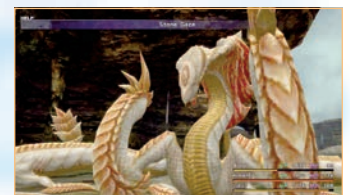
All of the soldiers praying to Yevon will gladly give you some useful items and weapons, and a priest will contribute a **Hi-Potion** to your continuing quest.

The first chest along the route contains two tufts of **Phoenix Down**. Move directly across the path from this chest and search behind a spiky rock to find the **Al Bhed Primer vol. XI**.

While proceeding further north, look for a small alcove on the west side. The chest hidden in this alcove contains a **Bright Bangle**. Continue up the Highroad until it splits. You can always check the world map by examining the sign there. For now, head north and speak to Auron, then go to the temple.

## LEARN FROM THE BASILISKS

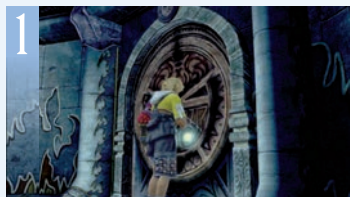
Basilisks can turn characters to stone with their gaze. Use the **Lancet** ability to learn one of Kimahri's most devastating Overdrives, **Stone Breath**. To protect your party, equip Yuna with a **Soft Ring** so she'll be petrify-proof and can take care of the rest of the party.





## Loot the Temple at Djose

Cross the bridges, and speak to the Chocobo Knights if you like. After the temple opens, search for a treasure chest on the area's far west side to get **4000 gil**. On the temple entrance's east side, you encounter one of the Crusaders from Besaid. Move east behind the small inn to find a treasure chest with four **Ability Spheres** inside. Another chest waits inside the inn, but the priest blocks access to it until you have completed the next trial. Exit the inn and enter the temple.



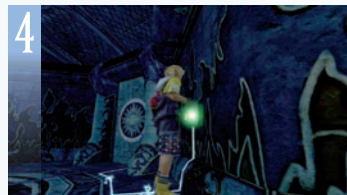
Take the Djose Spheres from the slots on the right and left, and place them into the two slots on the double doors to open them. Proceed into the next chamber.



Take a Djose Sphere from either side of the door, and proceed to the eastern part of the platform. Place the sphere into either of the two slots. Take the second Djose Sphere and place it into the remaining slot.



Push the pedestal holding the Djose Sphere under the upside-down pedestal. This super-charges the sphere.



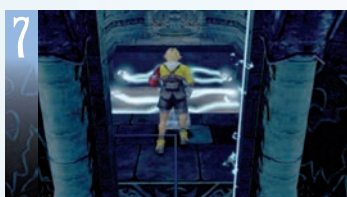
Take the super-charged Djose Sphere and insert it into the slot to the right of the central door. This opens a door revealing a room with a pit full of lightning.



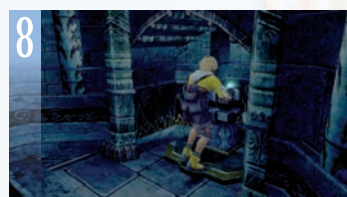
Remove the two Djose Spheres you placed in the eastern wall, and place them both on the pedestal.



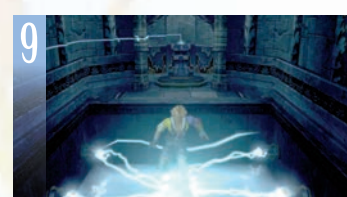
Move to the far west part of the platform, and step on the floor button to move the pedestal back to the center.



Push the pedestal with two Djose Spheres into the room full of lightning. The pedestal becomes a suspended platform, enabling Tidus to leap across the lightning.



Push the pedestal on the other side of the lightning. This activates the "iris" of the symbol in the main chamber.



Jump back across the pedestal platform to the main room. Use the floor switch on the west side to extract the pedestal from the lightning.



Take the Djose Spheres from each side of the pedestal. Return to the first chamber and place the Djose Spheres into the slots on each side of the room. This activates the two "wings" of the floor symbol.



Take the super-charged Djose Sphere from the slot to the right of the door, and place it into the slot to the left of the door.



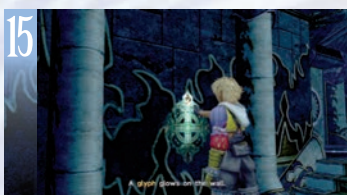
The completed floor symbol turns the pedestal into an elevator platform. Ride the platform up to the next level.



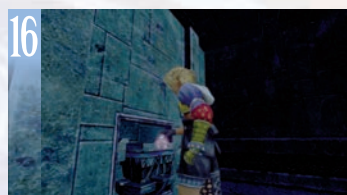
There are five pedestals equipped with Djose Spheres on the upper level. Press  $\otimes$  at each pedestal to push it into the wall to activate one of the ceiling spokes.



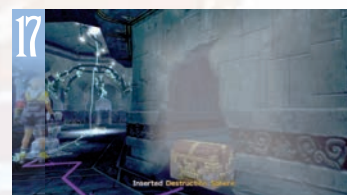
Activating all five ceiling spokes reveals a stairway on the west side of the room and a new pedestal in the center. Return to the elevator platform and ride back down to the lower level.



Locate the glowing spot on the west wall near the floor switch. Examine the glowing spot to reveal a **glyph**.



Touch the glyph to open the wall, revealing a **Destruction Sphere**. Take the Destruction Sphere and return to the upper level on the magic lift.



Place the Destruction Sphere into the central pedestal. This destroys a section of wall to the east, revealing a treasure chest with a **Magic Sphere**. Ascend the stairs to the west.



## Getting the Party Going Again

The next morning, Tidus emerges well-rested from the inn. Go back inside and collect the **Switch Hitter** from the treasure chest, which you can now access. Speak to the party gathered outside the temple, then head inside. Yuna is resting in the small chamber to the left of the main stairs. Speak to the person near her to wake her.

Head across the bridges away from the temple, back toward the DJose Highroad. The former Crusader standing on the north side of the first bridge gives you a **Halberd**, and a priest pacing the bridges hands over two **Hi-Potions**. Also, speak to the lone man on the next section of bridge until he gives you 10 **Potions**. After checking on the Chocobo Knights again, follow the group south to the split in the DJose Highroad. Head north toward the Moonflow.



# MOONFLOW

ENEMIES	OCHU	GARM	BITE BUG	BUNYIP	SNOW FLAN	GANDAREWA
	FUNGUAR	EXTRACTOR				
ITEMS	LV. 1 KEY SPHERE (X6)	MAGIC DEF SPHERE	5000 GIL	ANTIDOTE (X4)	AL BHED PRIMER VOL. XII	
	X-POTION	PHOENIX DOWN (X2)	ETHER	MEGA-POTION		



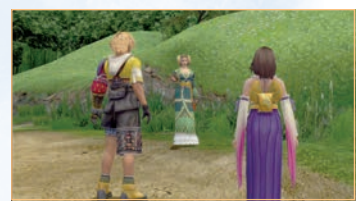
## Accept Belgemine's Rematch Challenge

Head along the trail until you meet Shelinda again. After her lecture, follow a thin trail east of her to find three **Lv. 1 Key Spheres**.

After tangling with Kimahri's old rivals, collect the **X-Potion**. Continue northeast on the path and look for a small alcove on the right to find three more **Lv. 1 Key Spheres**. As you continue, Yuna meets Belgemine once again.

It's best if Yuna and her aeons start this battle in Overdrive mode. Belgemine summons Ixion, so Yuna should summon Ifrit. Unleash Hellfire on Ixion first. If Ixion casts Haste and unleashes consecutive attacks, heal Ifrit with Fire spells. If it looks like Ixion will reach Overdrive first, use Boost. When Ifrit reaches Overdrive, unleash Hellfire again. Even if Ifrit happens to die, Yuna can summon Valefor as a backup.

You receive two **Dragon Scales** for defeating Belgemine. Win or lose, she gives you the **Summoner's Soul**, which lets you teach new abilities to your aeons. You should be able to teach Cheer, Aim, Focus, and Reflex to all three aeons. If you receive the Dragon Scales, one lucky aeon can learn Watera.





## SURVIVE THE OCHU

Ochu are the most dangerous foes you'll face near the Moonflow. Their claws inflict poison, but they don't truly become dangerous until they run low on HP. That's when they start using Ochu Dance to inflict conditions like blindness, silence, and confusion on the entire party. Since they're weakest earlier in the fight, take the time to cast buffs like Cheer and Haste and debuffs like Slow before going all-out with the team of Kimahri, Auron, and fire-casting Lulu. Keep Yuna in reserve in case the battle takes a turn for the worse; her ailment-immune aeons easily trump the Ochu.



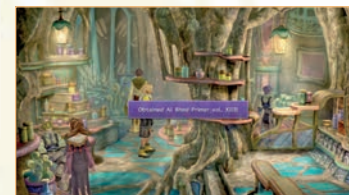
## Make Yourself at Home in Guadosalam

After Tromell runs off with Yuna, Rikku provides a short tutorial on the Customize option. If you have an excess of Antidotes, Eye Drops, Echo Screens and various other medicines, you can add some useful abilities to the empty slots on your weapons and armor.

The inn is next to Tidus's starting point. The only Save Sphere is located here as well. The sphere monitor on the room's right side teaches you how to fight the Larva and Iron Giant fiends.

There are a few chests in the winding paths of Guadosalam, offering a **Mega-Potion** and an **Elixir**. You can also find a chest with **3000 gil** and **Al Bhed Primer vol. XIII** in the room west of the large red doors. An item shop on a higher level sells a variety of arms and armors, but if you've sponsored O'aka (who is also in the shop), he'll be able to beat their prices for most of it. Whoever you choose to patronize, make sure to get some decent gear for Rikku.

There are several blitzball players in town, but unless you've been playing blitzball aggressively, most will still be contracted to the Guado Glories.



## Hear Seymour's Indecent Proposal

When finished exploring Guadosalam, push open the red double doors to enter the main hall's lobby. Ascend either staircase and look for a hidden treasure chest on the upper balcony to get two **Hi-Potions**. After speaking to your party members, enter the purple double doors.

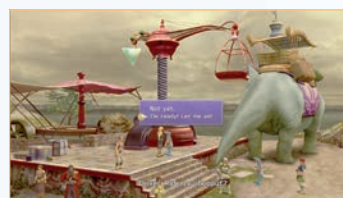


## Ride the Shoopuf Across the Moonflow

As you reach the road's northern end, look for a narrow path splitting off to the west. Follow this to find a **Magic Def Sphere**. Continue north and then west to the shoopuf wharf.

Collect the two tufts of **Phoenix Down**, and check O'aka's inventory. If you've loaned him money, he is essentially the only merchant in this area offering anything close to a decent value. Lots of other people are selling items, but their prices are exorbitant.

Speak to Auron and then proceed to the western structure. Before heading to the passenger loading zone, collect **5000 gil** from the treasure chest behind Lulu. Then speak to both her and Wakka. When you're ready to leave, find the shoopuf handler. Make sure to save, as your crossing won't be a peaceful one.



## EXTRACTOR

HP: 4000 (600)

AP: 660 (990)

WEAKNESS: THUNDER

STEAL: N/A

WEAKNESS

x1.5

ABSORPTION

+

IMMUNITY

/

HALF DAMAGE

1/2



# BOSS



At the beginning of the fight, equip Tidus and Wakka with weapons that have the Lightningstrike ability. Tidus should cast Haste on himself and Wakka. By casting Haste, you can attack the Extractor multiple times for every one of its attacks. If the machina launches depth charges, use Hi-Potions to replenish any lost HP.

## Reunite with an Old Friend at Guadosalam

In the North Wharf, use the Save Sphere and move into the next area. O'aka is only selling medicines, but take this opportunity to stock up on supplies. The more supplies you have the better, as it helps immensely when the Customize option becomes available.

The **Al Bhed Primer vol. XII** is on the platform above O'aka. Head west onto the trail, taking the **Ether** from the treasure chest and speaking to the local Guado as you go. Note that the woman sitting on the bench is a prospective blitzball recruit.

On the riverbank outside of the wharf, Tidus is finally reunited with Rikku, and she joins the party. As you proceed up the path, a tutorial battle teaches you how Rikku can steal from treasure chests during battle. You also learn how to use Rikku's Overdrive, Mix.

Once Rikku joins the party and you earn the All Together trophy, continue to Guadosalam. On the road, you can obtain four **Antidotes** from the first chest on the right and a **Mega-Potion** from the treasure chest on the path's left side.





Where the great feast is laid out, speak to everyone to keep things rolling. After Seymour speaks to Yuna, return to the area outside the double red doors and rejoin the party. Then head up the highest ramp and through the entrance to the Farplane.

Just inside the corridor leading to the Farplane, move left and search for a hidden treasure chest containing eight **Lightning Marbles**. Then join everyone on the stairs leading up to the spiritual realm. Have Tidus go up the stairs after the others.



# Commune with the Dead on the Farplane

On the Farplane, speak to Wakka and Lulu to initiate some events. After Wakka's event, Tidus's Brotherhood weapon gains the following new abilities: Strength +10%, Sensor, and Waterstrike. Afterward, check on Yuna again to see if she's made a decision.

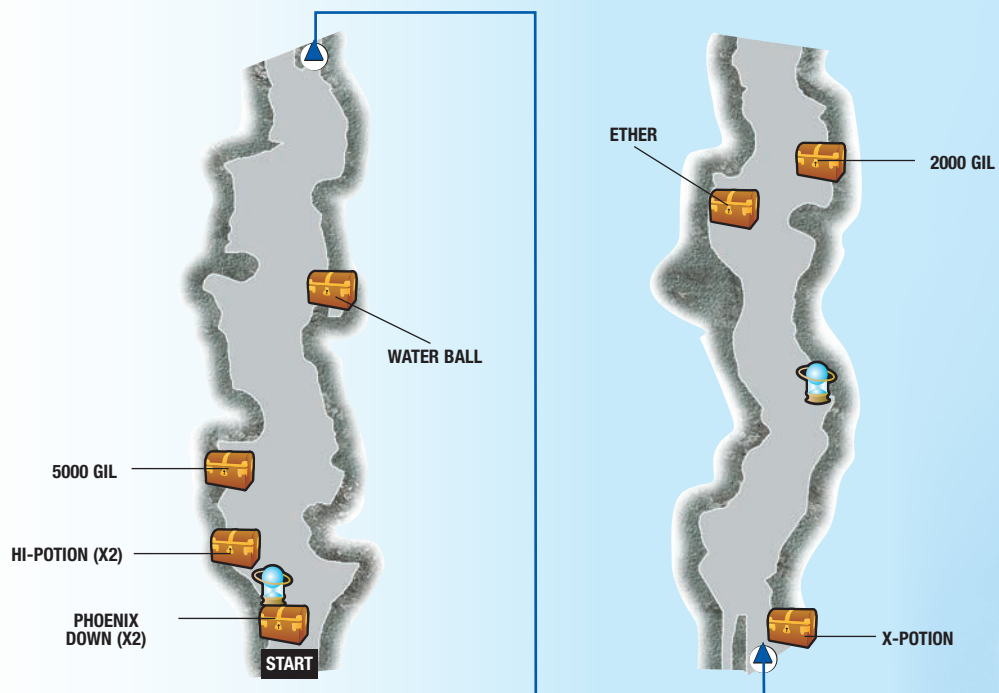
After visiting the departed on the Farplane, rejoin the party outside the double red doors. Speak to Lulu, then follow her and speak to her again. Go to the middle level and speak to Rikku. After Kimahri emerges from the shop, follow him back down and speak to Lulu one last time. During this conversation, Tidus gets to confirm or deny his love for Yuna, or flirt with Lulu or Rikku instead.

When the party is all back together, head down the ramp from the double red doors toward the exit to the Thunder Plains.



# THUNDER PLAINS

ENEMIES	AEROUGE	QACTUAR	LARVA	IRON GIANT			
	MELUSINE	KUSARIQU	GOLD ELEMENT	BUER			
ITEMS	PHOENIX DOWN (X2)	5000 GIL	YELLOW SHIELD	ETHER	REMEDY	KEY ITEMS	AL BHED PRIMER VOL. XIV
	HI-POTION (X2)	WATER BALL	X-POTION	2000 GIL			

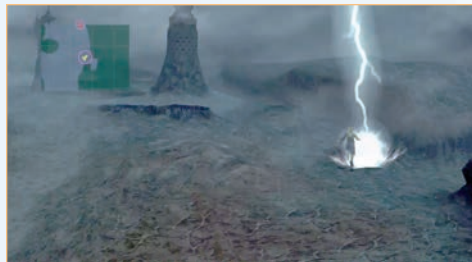




## Cross the Plains while Dodging Lightning

Be prepared to dodge lightning in this area. Head to the area's left side to collect two tufts of **Phoenix Down** from a treasure chest. Make a beeline for the closest lightning tower for safety. While the lightning is annoying, it doesn't actually damage your party, so don't let it stop you from exploring the area. The treasures tend to be clustered along the southwest wall of the southern map and near the northern tip of the northern map.

Most enemies in this region are lightning-based, so equip your party members with weapons that bear the Waterstrike ability. Due to the frequency of random battles and the quantity of Save Spheres in the area, this is a great place to spend some time leveling up. If you ever run into trouble, summon Ixion; since it absorbs lightning damage, it's basically immortal against many of the area's enemies.



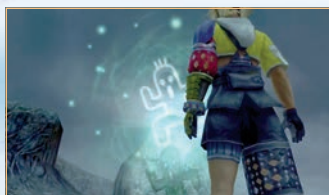
### WAY OF THE LIGHTNING DANCER

At the beginning of this area, players are taught how to dodge lightning strikes with well-timed taps of  $\odot$ . The game tallies how many successful dodges you've made in a row (without getting hit, saving, or leaving the area) and awards prizes for your performance at a treasure chest in front of the Travel Agency. At 200 consecutive dodges, you'll also earn the Lightning Dancer trophy.

If you want that trophy (and the **Venus Sigil** that comes with it), it's a good idea to wait until later in the game, when you can equip armor with the No Encounter ability to eliminate the distraction of enemy battles.

CONSECUTIVE DODGES	PRIZE
5	X-Potion (x2)
10	Mega Potion (x2)
20	MP Sphere (x2)
50	Strength Sphere (x3)
100	HP Sphere (x3)
150	Megalixir (x4)
200	Venus Sigil

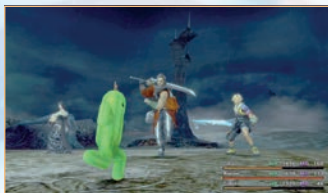
### MYSTERY OF THE QACTUAR STONES



Glowing stones engraved with Qactuars are situated throughout the Thunder Plains. A book at the local Travel Agency explains the stones. If you find a glowing stone, approach it and press  $\odot$ . You need to do this at three different stones; there are eight stones in the Thunder Plains, but there's no clear pattern as to which ones will be glowing (usually they're found in the southern part of the area). After activating

the third stone, a Qactuar ghost appears and leads you to a damaged lightning tower. Press  $\odot$  again to activate it, and a chest appears containing Kimahri's ultimate weapon, the **Spirit Lance**. However, the chest is locked and you won't be able to open it until you've acquired the Celestial Mirror.

Note that activating the stones populates the area with progressively larger groups of Qactuar enemies. These foes are worth large amounts of AP, but their 1,000 Needles attack deals exactly 1,000 points of damage, potentially killing weaker characters outright. They're heavily armored and resistant to magic, so attack them with piercing weapons or have Rikku use items like Lightning Marbles.



## Rest at the Travel Agency

A Travel Agency is in the middle section of the Thunder Plains. A book on the counter tells the story behind the Qactuar stones. Another book on the table to the right indicates the number of times you've eluded lightning strikes (provided you've dodged at least twice in a row). Once again, the employee behind the counter is a recruitable blitzball player.

Speak to Rikku in the Travel Agency. After doing so, Rin emerges from the corridor. Speak to Rin and he asks how your study of **AI Bhed** is coming along. Choose the top option, and he hands over **AI Bhed Primer vol. XIV**.

Follow Yuna into the corridor and Tidus accidentally stumbles into her room. When you're ready, exit the Travel Agency. A chest outside of the agency offers supplies and your lightning-dodging prizes. Also, search the ground outside the Travel Agency at the spot shown in the screenshot to pick up a barely visible **Yellow Shield** for Tidus. While most Yellow Shields have the Lightning Ward ability, this one has the far superior Lightningproof ability that negates all Thunder damage.





# MACALANIA

ENEMIES

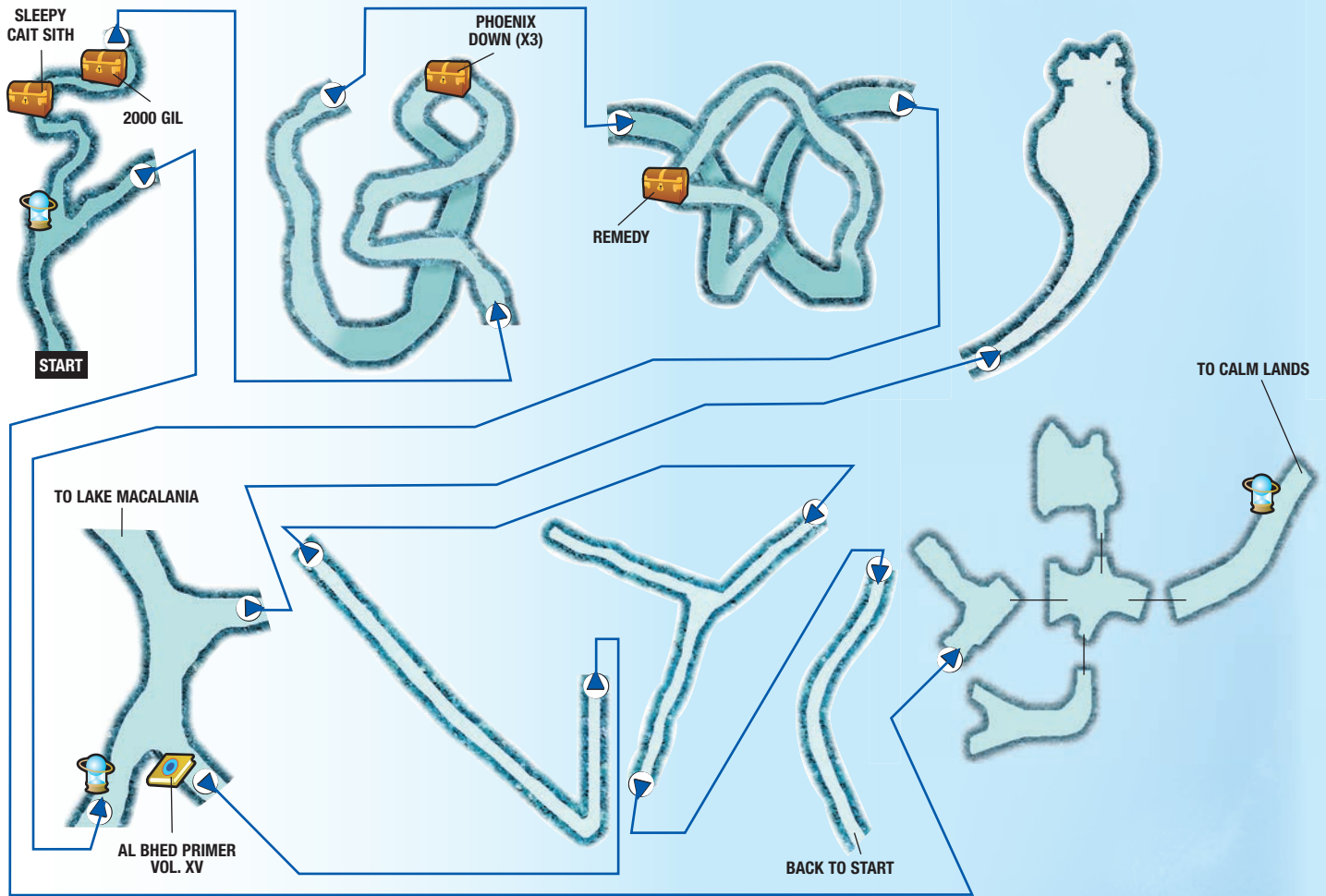
CHIMERA	IGUION	MURUSSU	WASP	BLUE ELEMENT	XIPHOS
SPHERIMORPH	SNOW WOLF	ICE FLAN	MAFDET	EVIL EYE	CRAWLER
NEGATOR	SEYMOUR	GUADO GUARDIAN	ANIMA	WENDIGO	

ITEMS

SLEEPY CAIT SITH	REMEDY (X3)	400 GIL	ELIXIR
2000 GIL	MEGA-POTION	HI-POTION (X2)	LUCK SPHERE
PHOENIX DOWN (X3)	SHELL TARGE	X-POTION (X2)	LV. 1 KEY SPHERE
MP SPHERE	ETHER	5000 GIL	LV. 2 KEY SPHERE

KEY ITEMS

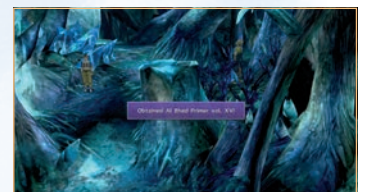
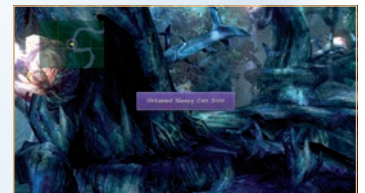
AL BHED PRIMER VOL. XV
AL BHED PRIMER VOL. XVI
JECHT'S SPHERE



## Traverse the Maze of Trees

Go up the sharp incline into the woods. Follow the path to the left and search behind the tree trunk for a hidden **Sleepy Cait Sith**. Continue along the path, keeping a sharp eye out for treasure chests. Watch for Chimeras on the battlefield. They're powerful foes, so Auron's Power Break will come in handy. Also make sure to use Kimahri's Lancet to steal the Aqua Breath ability. Follow the winding branches until you encounter a strange, bird-like character. Move to the nearby multi-colored butterfly and touch it to begin a short butterfly-chasing mini-game (see the tip on the next page).

After the second winding butterfly-filled section of woods, you find a safe area with a Save Sphere and O'aka shilling his wares. If you examine O'aka's inventory without purchasing anything, he wonders if his prices are too steep. If you agree they are, he offers you a major discount! On the ground across from O'aka, look for the **Al Bhed Primer vol. XV**.



Game Basics

Items and Equipment Characters & Areas

Walkthrough

1

2

3

4

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

21

22

23

24

25



## The Great Butterfly Chase

After touching the color-shifting butterfly, run along the path the way you came and try to touch all seven blue butterflies before time runs out. Touching a blue butterfly causes a phantom chest to drop. After capturing all seven blue butterflies, an actual chest (holding an MP Sphere) appears. If you touch a red butterfly, a battle with local fiends occurs, and a few seconds are wasted. If you fail the mini-game, you can leave the immediate area and return to reset it.

If you complete this mini-game, you find another multi-colored butterfly in the next region of the forest and can play it again—this time for an Ether. If you return after defeating the Spherimorph, the butterfly chase begins anew, with a higher level of challenge and new prizes for each of the two areas (two Elixirs and two Megalixirs). Return to Macalania again after getting the airship, and you can play the final and most challenging version of the butterfly chase for a Teleport Sphere and the Saturn Sigil.

## SPHERIMORPH

HP: 12,000 (2000)  
AP: 3240 (4860)  
WEAKNESS: VARIES  
STEAL: ETHER

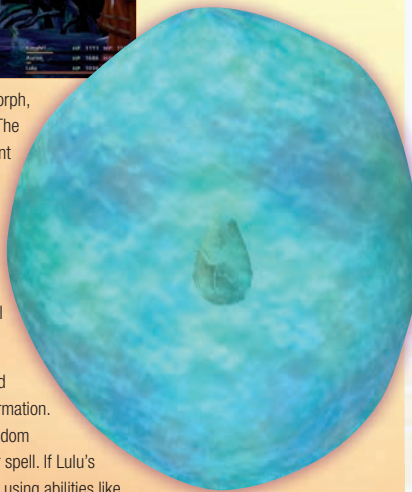
WEAKNESS  $\times 1.5$   
ABSORPTION +  
IMMUNITY 7  
HALF DAMAGE  $1/2$



Whenever you attack Spherimorph, it counterattacks with a spell. The spell it uses indicates its current elemental property. You must cast a spell of the opposite element to inflict damage. For example, if the Spherimorph casts Fire, counterattack with

Blizzard or Blizzara. If it casts Water, counterattack with Thunder or Thundera. A spell of any type other than its weakness heals the boss instead.

Before the battle begins, equip your characters with non-elemental weapons to avoid accidental healing. The role of your fighters isn't dealing damage, but acquiring information. Each time a spell targets its weakness, the monster shifts its element to another random elemental type. Physical attacks reveal its new element by causing it to cast another spell. If Lulu's turn rolls around and you haven't figured out the weakness yet, have her kill time by using abilities like Focus and Reflex.



## Continue to Lake Macalania

The Spherimorph leaves behind a memento from Tidus's old man, Jecht's Sphere. There are several others scattered throughout Spira. Upon examining this one, Auron learns a new Overdrive, Shooting Star.

The party finds Clasko and the **AI Bhed Primer vol. XVI** outside of another Travel Agency. Rightly suggest that Clasko take up chocobo breeding, and he thanks you with a Friend Sphere much later in the game (you can encounter him again on the deck of the S.S. Liki). You have to wait for a few events to transpire before he actually moves and allows you access to that chest with **4000 gil**.

The Travel Agency has all the usual features. Make sure you save your game; continuing beyond the Travel Agency starts a shocking sequence of events that culminates in another boss fight.



## BOSS CRAWLER & NEGATOR

HP: CRAWLER: 16,000 (4000), NEGATOR: 1000 (1000)  
AP: CRAWLER: 4400 (6600), NEGATOR: 220 (330)  
WEAKNESS: CRAWLER: LIGHTNING, NEGATOR: NONE  
STEAL: CRAWLER: LUNAR CURTAIN, NEGATOR: HI-POTION

WEAKNESS  $\times 1.5$   
ABSORPTION +  
IMMUNITY 7  
HALF DAMAGE  $1/2$



First take out the small Negator floating in the air. You won't be able to cast spells or summon until it's gone. Focus Wakka's efforts on disposing of the Negator, and use the talents of Auron, Kimahri, or Tidus to either buff Wakka or assault the Crawler.

After defeating the Negator, you can finally use magic and summons. However, Crawler begins counting down to its deadly Mana Beam attack. This sweeping attack can cause extreme damage to the entire party. The best way to avoid the Mana Beam is to summon an aeon and use its Shield ability to deflect the blast. Remember that aeons such as Ifrit and Ixion can heal by casting their own black magic on themselves.





# Enter the Ice Temple

Upon arriving at the temple's entrance, don't bother backtracking for any items yet. There is a better opportunity to collect them later. For now, grab the **Mega-Potion** from the chest to the right and head inside. Collect **400 gil** from an AI Bhed at the entrance, and make your way down the ice bridge.

Speak to Tromell inside the entrance to receive a **Shell Targe**. Shelinda is further inside. Continue up the stairs toward the Cloister to witness an outcry from the chamber below. Follow the party inside to receive an eerie message. Afterward, check the back of the chamber for two **Remedies** and speak to the shaken witnesses on the right to obtain two **Hi-Potions**.

Search the main hall for two **X-Potions** and **5000 gil**. Talk to the people in the northwest chamber to get an **Elixir**, an **Ether**, and to learn more about Seymour. The chest in the back contains three tufts of **Phoenix Down**.

When you're ready, enter the Cloister of Trials and face the treacherous Seymour.



# SEYMOUR BOSS

**HP: SEYMOUR: 6000 (1400), GUADO GUARDIAN: 2000 (2000), ANIMA: 18,000 (1400)**  
**AP: SEYMOUR: 2000 (3000), GUADO GUARDIAN: 290 (435), ANIMA: 2500 (3750)**  
**WEAKNESS: NONE**  
**STEAL: SEYMOUR: TURBO ETHER, GUADO GUARDIAN: HI-POTION, ANIMA: SILENCE GRENADE**

**WEAKNESS** x1.5  
**ABSORPTION** +  
**IMMUNITY** /  
**HALF DAMAGE** 1/2



This is one of the more technical battles you will fight, so be extremely careful. Tidus, Yuna, and Wakka can all use a Trigger Command before Anima is summoned. By talking to Seymour, you can raise Tidus's Strength and Yuna's Magic Defense.

The Guado Guardians each have the Auto-Potion ability. The easiest way to eliminate them is to steal their potions and then attack them with physical attacks. By taking a potion from a Guado, he won't have the ability to heal himself after every attack.

Now unguarded, Seymour raises Anima to fight. After a few turns, look in Yuna's Summon menu for a new, unnamed aeon and summon it. The ice goddess Shiva comes to the young summoner's aid. While Anima Boosts and causes Pain, cast Shiva's Blizzara spells on herself to keep her HP high. When she hits Overdrive, her Diamond Dust attack takes thousands of HP from Anima! Repeat this tactic again to defeat Anima with a minimum of effort.

After disposing of Anima, dismiss Shiva. Seymour begins casting multi-spells at each party member, so keep Yuna handy to cast Life. Keeping characters alive in this late stage of the battle is somewhat difficult, so cast Haste on Yuna. Use Lulu's Bio spell to poison Seymour, and use Auron to attack with Magic Break.



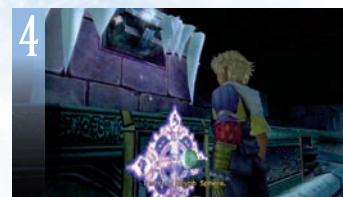
Returning back through the ice tunnel causes sections of it to disappear. A ramp appears on the left side leading to the Cloister of Trials. Descend to the floor below, and take the Glyph Sphere from the central column.



Place the Glyph Sphere into the pedestal nearby, and push the pedestal toward the stalagmite of ice further up. The pedestal causes the stalagmite to disappear.



Push the pedestal toward the ramp leading downward on the far side. Follow it down the ramp.



Remove the Glyph Sphere from the pedestal, and set it in the slot to the far left. A cube section of the wall rises into the chamber above, bearing a new Macalania Sphere.



Go back up the ramp and take the **Macalania Sphere** from the raised section. Go back below and place the Macalania Sphere into the pedestal.



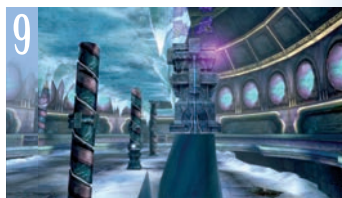
Push the pedestal toward the column section on the far right. This causes a section of the ice tunnel to reappear above.



Remove the Macalania Sphere from the slot under the entrance to the Cloister, and take it down the ramp. Place it in the slot on the column to the left, causing a section of the ice tunnel far above to reappear. Take the Macalania Sphere from the slot at the top of the ramp, and place it in the center column. The last section of the ice tunnel reappears above, in addition to a floor switch.



Ascend the ramp and step on the floor switch, bringing the pedestal and the Macalania Sphere to the top level. This also causes a section of the ice tunnel to disappear. Take the Macalania Sphere from the pedestal and push it down the ramp.



The pedestal is diverted to the right by the glyph, and gets teleported into an ice stalagmite that holds a Destruction Sphere.



Descend the ramp to the floor below, and step on the floor switch to bring the pedestal out of the stalagmite. Place the Macalania Sphere Tidus is holding into the slot under the entrance to make the first set of ice stalagmites reappear.

Game Basics  
Items and Equipment  
Characters & Aeos  
Walkthrough

1  
2  
3  
4  
5  
6  
7

Blitzball  
Site Quests & Secrets  
Restiary





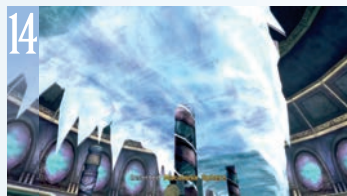
Take the Macalania Sphere from the center column and place it in the slot to make the ramp reappear. Take the **Destruction Sphere** from the pedestal and descend the ramp to the lowest level. Place the Destruction Sphere in the slot to the left of the doorway. This destroys a section of the ice behind Tidus, revealing a chest containing a **Luck Sphere**.



Return to the level above and push the pedestal toward the stalagmites again. Get the Macalania Sphere that caused the ice stalagmites to reappear, and place it into the pedestal.



Push the pedestal toward the ramp on the far side of the room, so that it slides back down to the area below. Push the pedestal back into place at the bottom of the column section to reconstruct the ice tunnel above.



Ascend to the level above and take the Macalania Sphere that powers the ramp. Place it into the last column to complete the ice tunnel.

## Flee Your Guado Pursuers

Upon returning to the temple's main chamber, a host of Guado attempts to block your path. As you proceed onto the long, curved ice bridge back toward the entrance, Guado Guardians chase you. If one catches you, it summons additional enemies. If you can't kill a Guado in a single hit, make sure to have Rikku steal its potions so it can't auto-heal.

After exiting the ice cavern, stick to the rocky trail on the chasm's right side. This eventually leads to a partially hidden treasure chest containing a **Lv. 1 Key Sphere**. Cross the gap to the left side and proceed to the next Save Sphere. The Guado catch up to you as you cross the frozen lake.



## WENDIGO

**HP: WENDIGO: 18,000 (1432), GUADO GUARDIAN: 1200 (1432)**  
**AP: WENDIGO: 2000 (3000), GUADO GUARDIAN: 290 (580)**  
**WEAKNESS: WENDIGO: FIRE, GUARDIANS: NONE**  
**STEAL: WENDIGO: HI-POTION, GUADO GUARDIAN: HI-POTION**

**WEAKNESS** x1.5

**ABSORPTION** +

**IMMUNITY** /

**HALF DAMAGE** 1/2

The Guado Guardians provide most of the challenge in this battle, so summon an aeon to perform an Overdrive attack to dispose of them (or steal their potions so you can have Auron and Kimahri cut through them). As a final act before dying, they cast protective spells and Berserk on the Wendigo. You can remove Berserk, however, by using Threaten.

The Wendigo remains a powerful foe, but there are lots of ways to keep its hits from connecting. Have Wakka inflict it with darkness or sleep, or cripple it with abilities like Auron's Power Break and Kimahri's Jinx.



## Regroup Beneath the Ice

Use the Save Sphere to recover any lost HP, and then speak to all of the party members. After Yuna leaves, talk to all of the characters again. A treasure chest containing a **Lv. 2 Key Sphere** is partially hidden behind Kimahri, and another chest beside Auron holds Tidus's Counterattack-equipped **Avenger**.





# SANUBIA DESERT

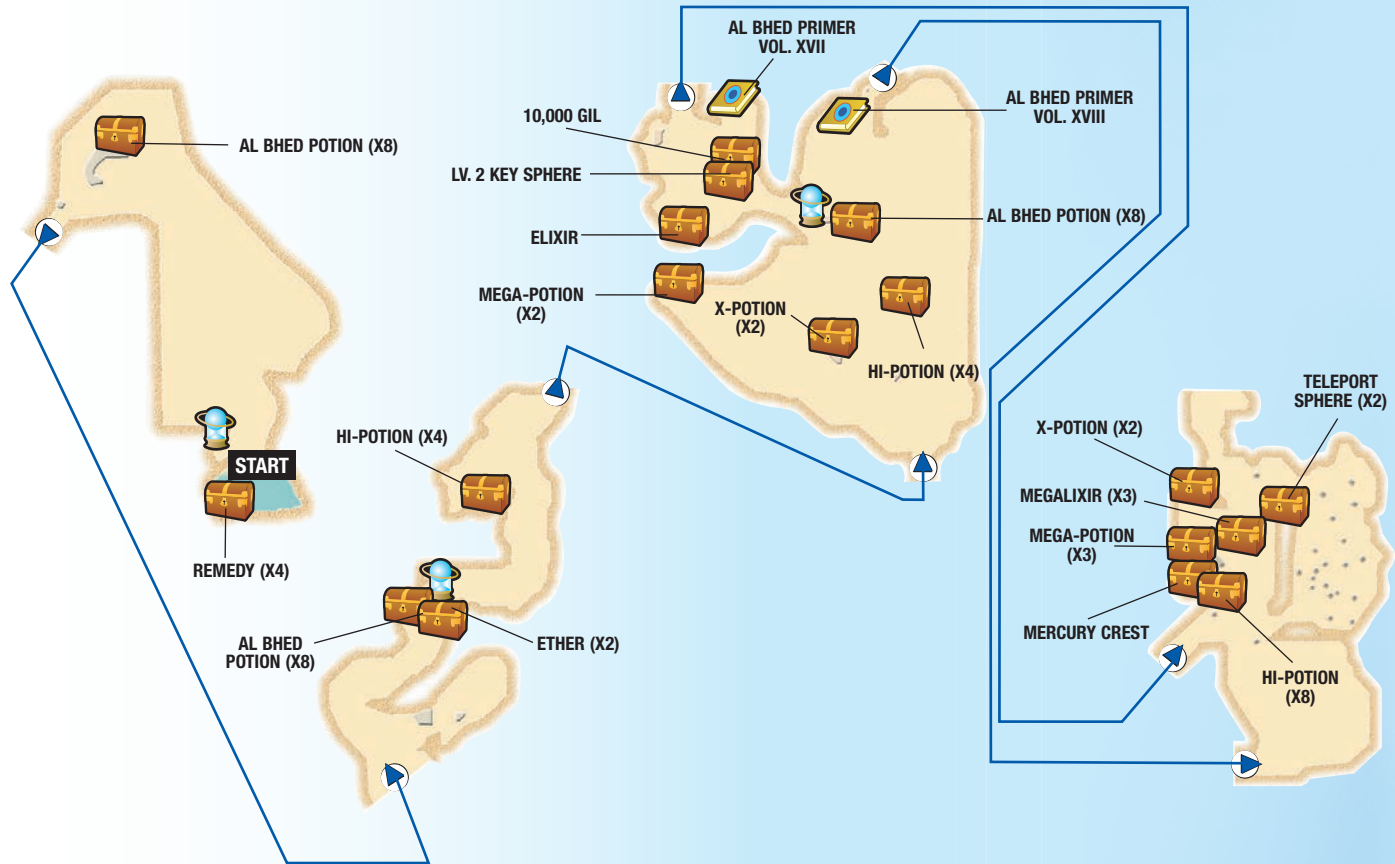
ENEMIES				
ZU	SAND WORM	CACTUAR	SAND WOLF	ALCYONE
MUSHUSSU	MECH GUARD	MECH GUNNER	SANDRAGORA	

ITEMS			
REMEDY (X4)	HI-POTION (X16)	10,000 GIL	MEGALIXIR (X3)
AL BHED POTION (X24)	X-POTION (X4)	LV. 2 KEY SPHERE	TELEPORT SPHERE (X2)
ETHER (X2)	MEGA-POTION (X5)	ELIXIR	

KEY ITEMS	
AL BHED PRIMER VOL. XVII	AL BHED PRIMER VOL. XVIII
MERCURY CREST	



## Find Your Scattered Companions

Tidus awakens in a small oasis in the center of a vast desert. Before climbing out, swim to the lower left side to find a sunken treasure chest containing four **Remedies**.

As Tidus proceeds north, he encounters a massive desert scavenger called a Zu. Cast Slow on the Zu and Haste on Tidus, and use Delay Attacks to further reduce the amount of actions this deadly foe can take. If you have one, use a Darktouch weapon to blind it. When Auron joins Tidus, use his Power Break ability to wear down the fiend. When Lulu joins, use her Bio spell to poison it.

Continue north until the party finds Wakka. Open the Al Bhed first aid kit to find eight **Al Bhed Potions**. Rikku can use these awesome items on the party during battle. The nearby sphere monitor contains tutorials on fighting Zus and Cactuars.

Proceeding north, look for a marker written in Al Bhed. If you've collected all 16 Al Bhed Primers available thus far, you should be able to read most of this sign! The markers placed by the Al Bhed prove to be extremely helpful in getting through the desert.





## Reunite with Kimahri and Rikku

Head east from the marker to find Kimahri. Follow the path west and north again to find Rikku. At her shanty, collect the two **Ethers** in the treasure chest and the eight **Al Bhed Potions** in the first aid kit.

Follow Rikku through the dunes until she reaches another Al Bhed marker that reads "Home Ahead." From the sign, travel southwest to a chest containing four **Hi-Potions**.

You eventually reach an expansive area full of items and helpful signs. Keep an eye on the on-screen map, and move toward the large gray spots that mark desert debris; treasure chests are hidden behind them.



### Yuna's Replacement

Without the summoning and healing powers of Yuna, you'll find that Rikku becomes more important during battles. Not only can she use Al Bhed Potions to heal the entire party at once, but she can also steal some useful items from the fiends of Sanubia (such as Shadow Gems from Sand Worms) and instantly KO machina enemies with her sticky fingers. Keep Rikku on the front line throughout your travels here.



## Follow Both Prongs of the Fork

In the northern part of this area, you find an Al Bhed sign with a warning. Weaker fiends are to the right, while stronger fiends are to the left. But there are items in both directions, so start by following the east fork until you discover **Al Bhed Primer vol. XVIII**. Travel back and take the west fork to open three treasure chests. To find chests containing a **Lv. 2 Key Sphere** and **10,000 gil**, head inside the nearest building. From there, you can see **Al Bhed Primer vol. XVII** in another building to the north. The final treasure chest, holding an **Elixir**, is in the western corner of the map.

It doesn't matter which path you take to the north, but the left fork is closer. If you take the right fork, take note of the Cactuar stone overlooking a sandstorm-swept region of the area. You can't do anything with it now, but you'll be able to on a later visit.



## Fish Treasure Out of the Sandragora Traps

Travel north along the western wall of the final desert region. Here you discover several chests, containing such valuable items as **Megalixirs** and **Teleport Spheres**. Some of the chests are at the rim or bottom of sand pits, and you have to follow them into the swirling sands. (This includes the most valuable treasure, the **Mercury Crest**, in a small area that branches off to the west.)

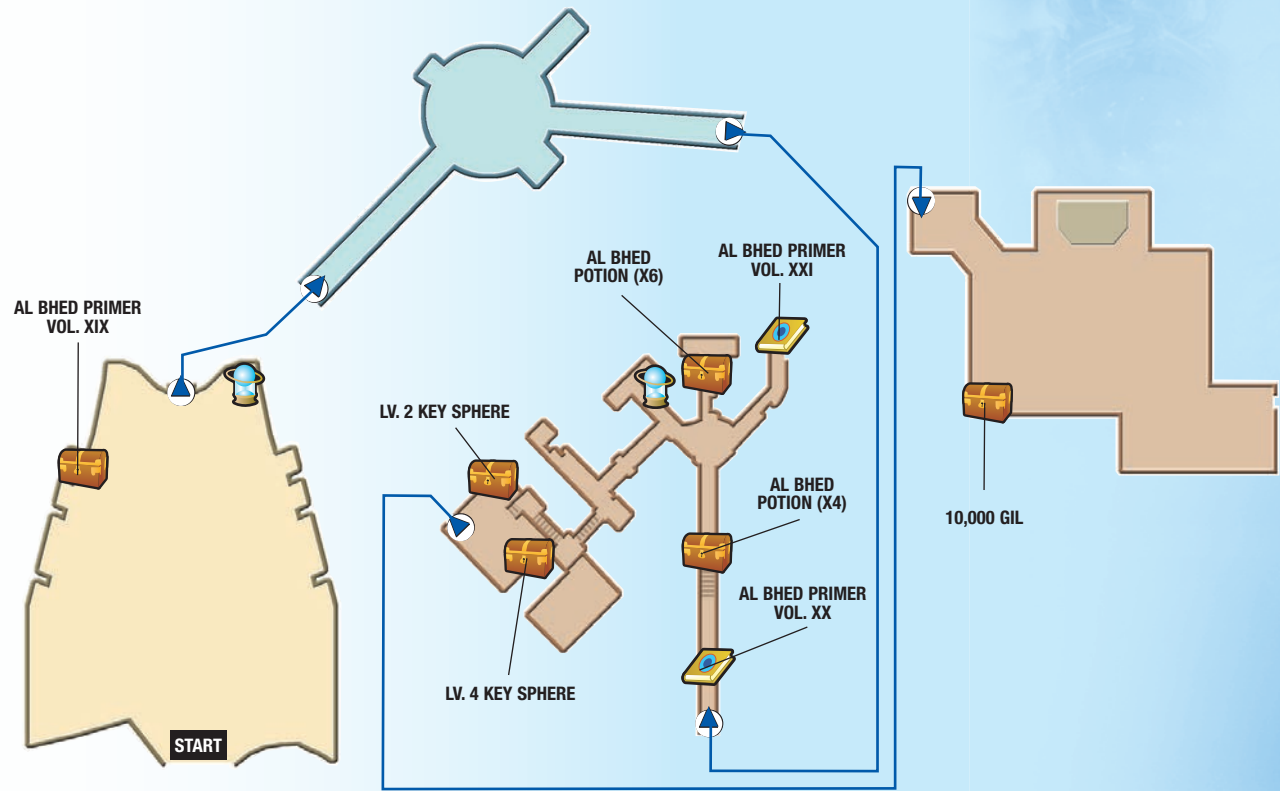
These pits often contain a Sandragora fiend. Use fire magic and attacks from fire weapons to kill them, and remove the confusion effects they cause immediately with Remedies (if you're short on those, Rikku can steal two from each Sandragora).





# HOME

ENEMIES	GUADO GUARDIAN	BOMB	DUAL HORN	CHIMERA	
	ITEMS	HI-POTION (X2) FRIEND SPHERE	AL BHED POTION (X10) SPECIAL SPHERE	SKILL SPHERE	KEY ITEMS AL BHED PRIMER VOL. XIX AL BHED PRIMER VOL. XX



## Defend Home from the Guado

After meeting Cid, search the area outside Home. Search the dead body for two **Hi-Potions**. The **Al Bhed Primer vol. XIX** is nearby. After the group congregates in the center area, they get attacked by a Guado Guardian and other enemies. It is generally a good idea to take out the Guado Guardian first, since he casts support spells on the monsters. They no longer seem to have the Auto-Potion ability, so there's no need to steal from them first.

Follow the party out of the center area. After Cid's warning, the party gets attacked again, this time by a Guado Guardian and Dual Horns.



## Raid the Al Bhed Secret Stash

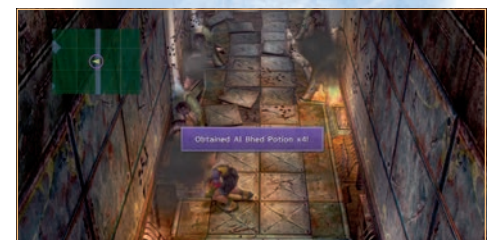
After automatically descending the stairs and traveling a short distance into Home's central hub, turn around and head to the south. Look for the green dot on the map that indicates a door you can open to the left. On the way, don't miss the chest full of **Al Bhed Potions** obscured by smoke.

The two treasure chests in this room have instructions in Al Bhed, so you need a good library of Al Bhed Primers to understand them. The **Al Bhed Primer vol. XX** on the bed nearby should help. If you've collected all of the volumes thus far, the chests should pose no problem. If not, you're going to need some assistance.

The chest on the right requires you to translate three words in Al Bhed. The correct answers are the bottom-middle, right-middle, and center options, in that order. It contains a **Friend Sphere**. The chest to the left lets you select what item—or monster—you would like it to contain.

### CHEST OF DREAMS CONTENTS

Bomb	Elixir	Hi-Potion
Mega Potion	Soft	Chimera
Potion	Remedy	Evil Eye





## Solve Another Pair of Al Bhed Puzzle Chests

Exit the living quarters and descend the stairs. Move straight up the corridor across the intersection. Another treasure chest in this area contains six more **Al Bhed Potions**.

Move up the northeast corridor and search for the **Al Bhed Primer vol. XXI** on the floor. Enter another blue-lit door nearby.

There are two more treasure chests in here that require a working knowledge of Al Bhed. The chest closest to the Compilation Sphere has a number lock, and the code requires some math. The accompanying table shows how to decipher the code. Input the code to receive the **Special Sphere**.

NUMBER	LOCKED AL BHED CHEST
1st digit	Add both numbers.
2nd digit	Subtract the second number from the first number.
3rd digit	Multiply the first number by the second number.
4th digit	Add both numbers.

The second chest challenges you to correctly decipher four questions. You must choose the correct answer each time. Correctly answer the questions to reveal a **Skill Sphere**. The accompanying table reveals the order.

QUESTION #	CHOOSE
First	3rd answer
Second	4th answer
Third	2nd answer
Fourth	1st answer



## Save the Captives in the Summoner's Sanctum

As you head through the crumbling city, search under the stairs for a **Lv. 4 Key Sphere**. Before entering the sanctum, don't miss the **Lv. 2 Key Sphere** on the far right. Search inside the sanctum for a treasure chest containing **10,000 gil**, and then head for the airship dock.



# AIRSHIP

ENEMIES



EVIL EYE



EVRAE



DUAL HORN



BOMB

ITEMS

AL BHED POTION (X4)



## Console the Home Refugees

After talking with everyone, travel south to leave the ship's bridge. Continue south past Kimahri and Isaaru in the hallway to go to the higher decks of the ship. On the way, you encounter Rin. He's selling a variety of arms and items.

On the next highest level, go through the door. Dona is in here and needs consoling. The answer you give her affects her future appearances in the game. You can continue to explore the ship's decks to visit other Al Bhed survivors, including all of the Al Bhed Psyches, who are to the north on the lowest deck. They're all recruitable, but are most likely already in a contract.

Return to the bridge and talk to the airship's pilot (the man behind Cid). Upon determining Yuna's location, try to leave. Fiends have entered the ship, so as you proceed toward the cabin area expect some more battles against the fiends that the Guado had used to attack Home. Along the way, you can collect four **Al Bhed Potions** from one considerate refugee.

Make sure to save at the final Save Sphere before taking the elevator up to the airship's external deck. Not only do you have a boss to fight, but you won't be able to save for a short while afterward.





# EVRAE

# BOSS

HP: 32,000 (2000)  
 AP: 5400 (8100)  
 WEAKNESS: NONE  
 STEAL: WATER GEM

WEAKNESS (x1.5)  
 ABSORPTION (+)  
 IMMUNITY (1)  
 HALF DAMAGE (1/2)



Have Tidus cast Slow on the fiend, and then cast Haste on himself and other key characters. This increases the number of turns you'll have throughout the battle, and it gives you more opportunities to use the Trigger Command to communicate with Cid. Later in the fight, Evrae begins casting Haste on itself to counter your Slow. Immediately have Tidus slap it with Slow again to cancel the effect.

Look carefully at the list of character turns on the screen's right side. When Tidus or Rikku's turn is coming before Cid's and Evrae won't have a turn in between, use the Trigger Command to pull the ship away from Evrae. If you can keep the monster at long range until Cid's next turn, Cid will then unleash a powerful volley of missiles at Evrae. (You can use this technique up to three times.) However, the dragon may use its Swooping Scythe attack to get close to the ship again.

The best choice of party members depends on whether Evrae is close or far away. When Evrae is near the ship, use physical attacks with characters like Tidus, Auron, and Rikku. When Evrae is far away, have Lulu and Wakka attack while Tidus casts buff spells or Rikku uses Al Bhed Potions or other items. The dragon is resistant to all elemental types, so use non-elemental weapons and don't expect much from Lulu's spells.

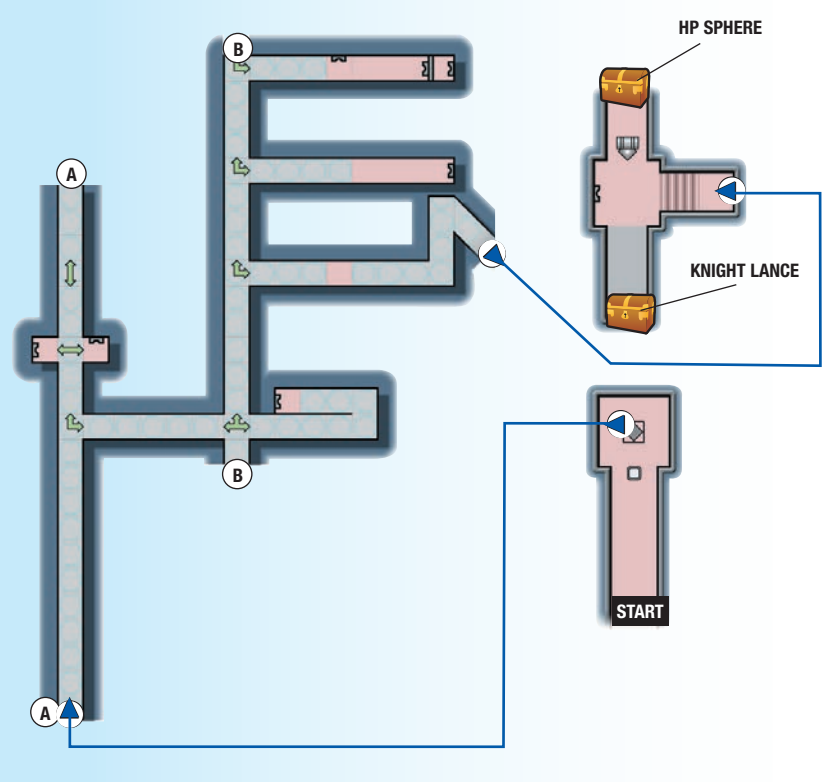


# BEVELLE

WARRIOR MONK	YKT-63	YAT-99	CAVE IGUION	SAHAGIN
SWAMP MAFDET	BAT EYE	AQUA FLAN	MAZE LARVA	GROTHIA
PTERYA	SPATHI	PHLEGYAS	OCTOPUS	EVRAE ALTANA
SEYMOUR NATUS	MORTIBODY			

HP SPHERE	BLACK MAGIC SPHERE	ELIXIR	SKILL SPHERE	AVENGER
KNIGHT LANCE	MEGA-POTION	WHITE MAGIC SPHERE	LUCID RING	REMATCH
10,000 GIL				

KEY ITEMS  
 AL BHED PRIMER VOL. XXII

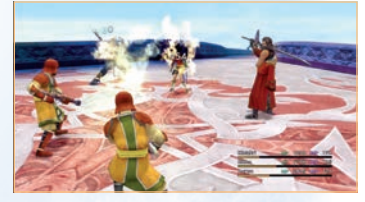


## Crash the Wedding of the Century

After the party lands on Bevelle Temple's roof, heal everyone before proceeding. You must now charge through several waves of Bevelle guards, so it's best to start off strong.

The Warrior Monks with flamethrowers provide the toughest fight; they can cause the entire party with fire. Always eliminate them first. The second fight consists of two Warrior Monks and a giant machina. Use a Dark Attack or a Smoke Bomb to blind the machina, and then quickly dispose of the Warrior Monks.

Proceed toward Seymour until you encounter a YAT-99. Defeat the guards in front first to advance on the machina. That will be the final battle before the party confronts Seymour in an event scene.




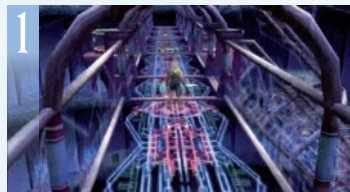
Game Basics  
 Items and Equipment  
 Characters & Areas  
 Walkthrough  
 1  
 2  
 3  
 4  
 5  
 6  
 7  
 Side Quests & Secrets  
 Blitzball  
 Bestiary




# Enter the Cloister of Trials

After Yuna and the others make their separate escapes, use the Save Sphere and descend into the temple. The circular stairs are easier to descend if you use the machina panel at the top. Head to the Cloister of Trials. At the area where Tidus finds the rest of the party waiting, look for the **AI Bhed Primer vol. XXII** on the floor.

The Cloister of Trials in Bevelle consists of a maze of gliding paths. The party must push a pedestal holding a Bevelle Sphere onto the path, causing the pedestal to transform into a moving platform. After Tidus rides down to the first stopping point, press  to begin.



1 As you approach from the starting point, watch the first glyph on the path carefully. When the arrow on the glyph points to the right and Tidus's platform is on it, press  to turn right. Follow this path to the bottom.



2 Take the Bevelle Sphere from the bottom, and insert it into the pedestal. Push the pedestal back onto the path, and ride the platform back up to the top of the maze.



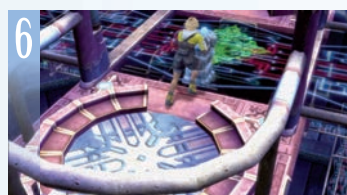
3 At the top of the maze, use the floor glyph to turn right. At the next glyph, turn right again.



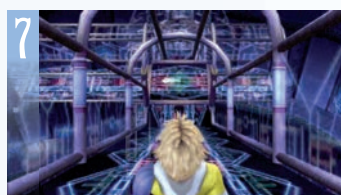
4 Remove one of the Bevelle Spheres from the pedestal and place it into the slot. This activates a portion of the lower path in the maze. Push the pedestal back onto the path.



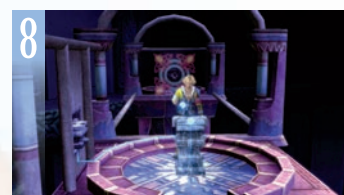
5 At the end of the top path, use the last glyph to turn 180 degrees and go back.



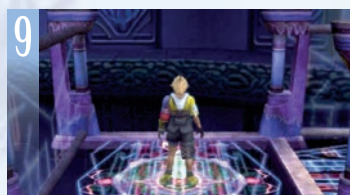
6 Next, use the middle glyph to turn right. Remove the **Bevelle Sphere** from the slot and place it into the pedestal. Push the pedestal back onto the path and ride the platform off the end to start over at the beginning.



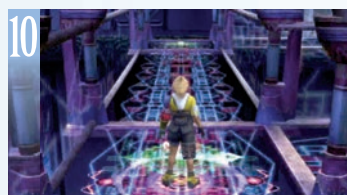
7 At the first glyph on the top path, turn right and ride down to the lower path. Turn left at the intersection and go toward the end of the path.



8 Move past the first two glyphs and turn right at the last glyph near the edge. Take one of the Bevelle Spheres from the pedestal and set it into the slot to the left. This opens the path to a slot with a purple glyph.



9 Push the pedestal back onto the path and ride off the end to start at the beginning of the lower path.



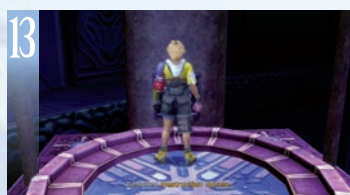
10 Ride the lower path to the second-to-last glyph and turn right.



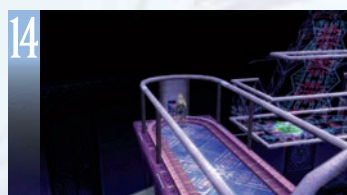
11 Run to the end of the long path and take the **Glyph Sphere**. Place it into the pedestal, and then get back on the path.



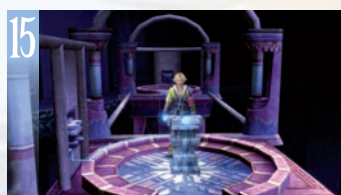
12 Ride the lower path to the end and turn right. Cross to the purple glyph and insert the Glyph Sphere. The wall gives way, revealing a **Destruction Sphere**.



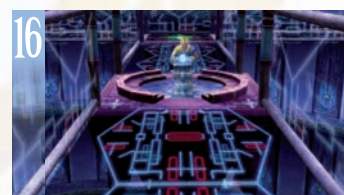
13 Take the Destruction Sphere and get back on the platform. Ride it off the end to start over from the beginning.



14 Ride the path to the second-to-last glyph and turn right again. Run across the long stretch and insert the Destruction Sphere into the slot where you got the Glyph Sphere. This opens a new path in the next corridor over.



15 Ride the platform back to the last glyph on the lower level and turn right. Take the Bevelle Sphere that you inserted here, and insert it into the pedestal. *If you do not have two Bevelle Spheres at this point, you will miss out on a great item!*



16 Ride the platform off the end of the lower path to start again at the beginning. At the second glyph, which you haven't used before, turn right. Push the pedestal across the platform and ride to the end where the new path lies. This takes Tidus up to a new area.





Leave the pedestal at the bottom of the stairs and ascend. Open the treasure chest on the right to collect an **HP Sphere**. The treasure chest then disappears, revealing a floor switch. Step on it to teleport the pedestal up the stairs.



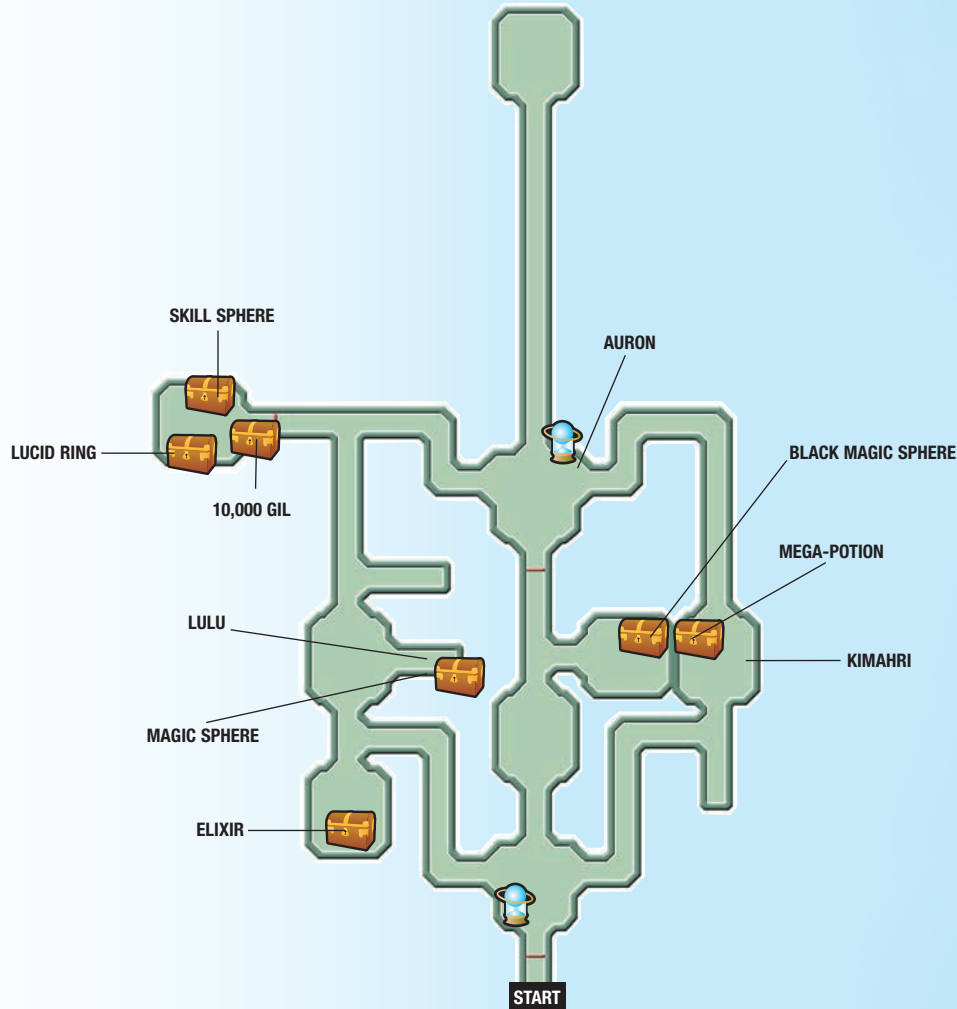
Take one of the Bevelle Spheres from the pedestal, and insert it into the slot to open a path on the left.



Push the pedestal on the left path and ride it to the end. Here, Tidus receives the **Knight Lance**.



Ride the platform back across to the top of the stairs and exit to the right.



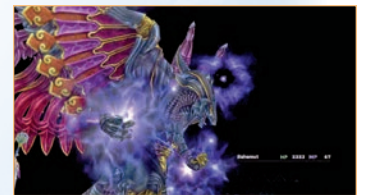
## Solve the Maze of Sorrow

After Yuna receives the aeon Bahamut, the party is sentenced to the Via Purifico. The separated heroes must find their way back together to escape from Bevelle.

Controlling Yuna, move east out of the starting chamber and follow the corridor. Three of your party members are in the maze, and you can find them by using the teleport pads or simply wandering through the area. Yuna has missed a big chunk of the game and is far behind the other characters in terms of development, so you may want to avoid the teleport pads to give Yuna a chance to gain some AP. Bahamut's Impulse ability can easily crush any foes you encounter.

Follow the corridor east and then north until you enter a room with Kimahri. After he rejoins the party, move left and open the treasure chest for a **Mega-Potion**. Continue north from where you picked up Kimahri, and the winding corridor eventually leads west to Auron.

Use the Save Sphere and continue west. Go straight through the next T-intersection until you reach a locked room with a few treasure chests. The party will be able to return to these later. For now, head south. Follow the corridor until you reach another teleport pad, and turn onto the short eastern path. This takes you to Lulu. A treasure chest containing a **White Magic Sphere** is beside her.



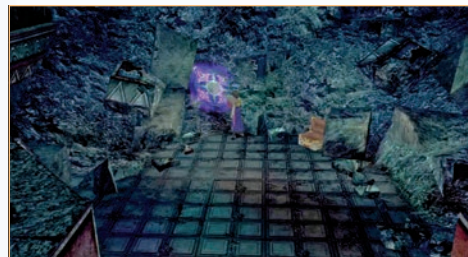


## Infiltrate the Locked Treasure Room

Continue south from where you found Lulu until you reach a dead end. Collect the **Elixir** from the treasure chest, and activate the glyph in the rubble. Return north to the last T-intersection and head east. The corridor eventually returns to the room in which you started.



Move north from the first Save Sphere and take the first right turn. A **Black Magic Sphere** is in the right side of the chamber, and the floor glyph should now be active. When you step on it, the teleport pad outside is moved to a new location to the west.



Go back toward the Save Sphere where you located Auron, and head west again. When you reach the chamber where the gate bars your path, stand by the teleport pad. When the glyph arrow points toward the room, step on the pad to teleport inside. Now you can collect the **Skill Sphere**, **Lucid Ring**, and **10,000 gil**. (One chest is against the locked door, and almost impossible to see.) Return to the Save Sphere and head north through the red-lit corridor.

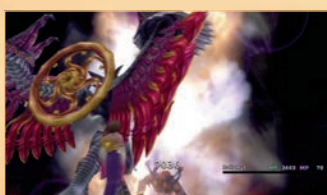
## ISSARU & HIS AEONS

**HP: GROTHIA: 8,000 (2550), PTERYA: 12,000 (2550), SPATHI: 20,000 (2550)**  
**AP: 6,000**

**WEAKNESS: GROTHIA: ICE, PTERYA: NONE, SPATHI: NONE**

**STEAL: N/A**

**WEAKNESS**



This battle is a test of using your aeons' abilities wisely. It consists of a series of three separate fights, allowing Yuna to summon a new aeon each time.

The first encounter is with Issaru's version of Ifrit, Grothia. Summon Bahamut and cast Blizzara to send Grothia into Overdrive. Bahamut weathers this attack and will most likely go into Overdrive as well. Mega Flare should easily finish off Grothia.

Issaru then summons his version of Valefor, Pteryx. Since Pteryx doesn't have any elemental strengths, summon either Shiva or Ixion, whichever is closer to hitting Overdrive. After taking damage, use your chosen aeon's black magic on itself to heal. If Pteryx gets close to Overdrive, start using Shield.

Issaru then summons his version of Bahamut, Spathi. Summon an aeon that can heal itself with its own black magic, like Ixion or Shiva. After using a special attack, Spathi begins a countdown. When the countdown reaches zero, use Shield to reduce damage from the Mega Flare attack.

# BOSS



## Swim Out of the Channel

To the right of Tidus's starting position in the underwater channels is a blue chest where the trio can purchase items. Don't worry too much about supplies. This is a short area, and you'll probably only face two or three encounters. Your foes here are almost universally weak to lightning, so use Lightningstrike weapons to give yourself an edge.

Swim forward and around the corner until you see another Save Sphere. Make sure to save your progress before proceeding into the round chamber.



## EVRAE ALTANA

**HP: 16,384 (2000)**  
**AP: 5800 (8700)**

**WEAKNESS: CURE MAGIC**

**STEAL: WATER GEM**

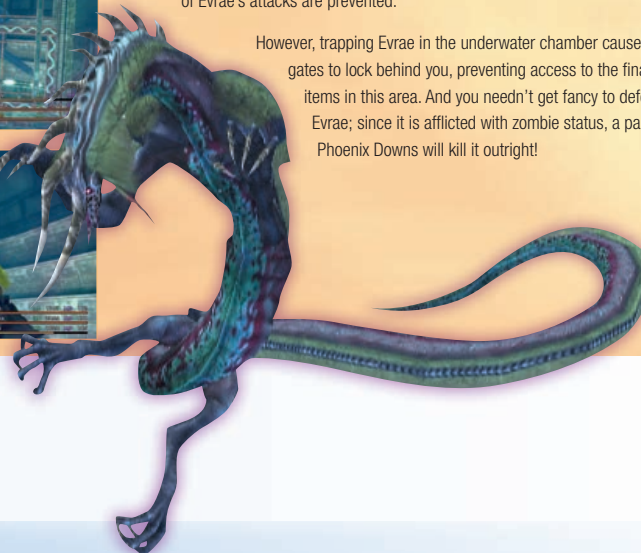
**WEAKNESS**



During this battle, you can use Trigger Commands to strike the locks on the gates behind you. Open both locks, and you flee through the gate. Continue doing this through the channels, and you soon have

Evrae trapped in the final section. While there, your attacks do more damage and some of Evrae's attacks are prevented.

However, trapping Evrae in the underwater chamber causes the gates to lock behind you, preventing access to the final two items in this area. And you needn't get fancy to defeat Evrae; since it is afflicted with zombie status, a pair of Phoenix Downs will kill it outright!









# THE CALM LANDS

ENEMIES

NEBIROS	SKOLL	SHRED	FLAME FLAN	MECH SCOUTER
OGRE	COEURL	CHIMERA BRAIN	MALBORO	ANACONDAUR
DEFENDER X	MAGIC URN	NIDHOGG	DARK ELEMENT	GHOST
DEFENDER	VALAHA	EPAAJ	IMP	MECH HUNTER
THORN	YOWIE			

ITEMS

LUCID RING	LV. 2 KEY SPHERE (X2)	FORTUNE SPHERE	JECHT'S SPHERE	CLOUDY MIRROR
5000 GIL	POWER SPHERE (X30)	FLEXIBLE ARM	AEON'S SOUL	RUSTY SWORD
10,000 GIL	MEGALIXIR	MP SPHERE	AL BHED PRIMER VOL. XXIII	AL BHED PRIMER VOL. XXV
FARPLANE WIND (X60)	MEGA-POTION (X2)	X-POTION (X2)	AL BHED PRIMER VOL. XXIV	

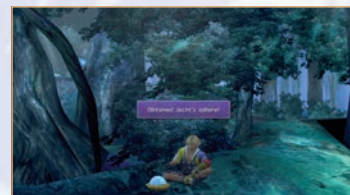
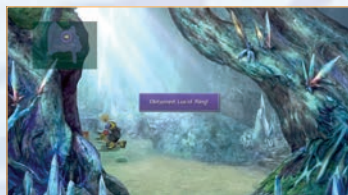
KEY ITEMS



## Strike Camp and Head West

This chapter begins in a new region of Macalania Woods. After saving your game, head south through the crossroads and past Kimahri to find Yuna. There you earn Yuna's love and the Heartstrings trophy.

In the morning, the group heads south. You should first return to the campsite and get the Lucid Ring from a partially hidden treasure chest. Head west at the crossroads and continue southwest past a Bevelle sentry to find another Jecht's Sphere.



To help get your bearings, continuing west takes you back to the junction of Macalania Woods and the Thunder Plains. This walkthrough discusses that direction soon, but for now, head east into the Calm Lands.

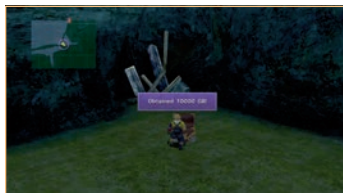


## Cross the Calm Lands to the East

Upon entering the Calm Lands, head west down the incline and Maechen gives you a brief history of the region. At the base of the valley, you can visit Rin's Travel Agency and purchase some legitimately useful armaments.

There's a lot to do in the Calm Lands, but it's best to start with the Monster Arena so you can pursue its monster-catching quest while exploring the area. Head east following the base of the incline to reach the southeast corner of the Calm Lands' large central plain, where you find two treasure chests containing **5000 gil** and **10,000 gil** respectively.

Follow the eastern wall to the north, until you see a crack in the cliff face that leads to the Monster Arena.



## Catch Monsters for the Arena Master

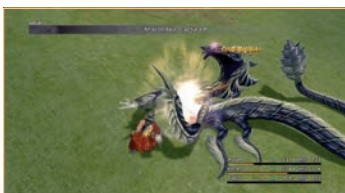
The Monster Arena owner needs help capturing escaped fiends. If you agree to help him, he sells you weapons with the Capture ability. The Monster Arena is a source of multiple rewards, including Yuna's best weapon.

To capture a monster, you must deliver a physical killing blow with a weapon that has the Capture ability, so buying them for characters like Yuna and Lulu is pointless. Buying them for one heavy hitter like Auron and one highly accurate character like Wakka should be sufficient. Consider customizing Auron's Beastmaster with the Piercing ability to make killing foes easier, and augmenting Wakka's with an ailment-inflicting ability.

Your first quest is to collect all nine monster species in the Calm Lands. To do so, make sure to travel widely throughout the area; some monsters only appear around the Al Bhed trading post, and others can only be found in the northwest region.

Once you've captured all nine, return to the arena master. You are rewarded with a treasure chest containing Yuna's **Nirvana** weapon (the chest can only be opened with the Celestial Mirror, which you'll get soon) and 60 **Farplane Wind** items that can be used to customize a weapon with Deathstrike or a piece of armor with Deathproof.

Going forward, collect fiends from every area of Spira and take them to the arena to earn extremely valuable prizes. The owner combines the fiends you deliver to create powerful creatures that can't be found anywhere else. Some of them yield rare prizes when defeated!



The arena owner lets you battle the first one for free; it's extremely deadly, so make heavy use of your aeons. (You won't die if you lose.)

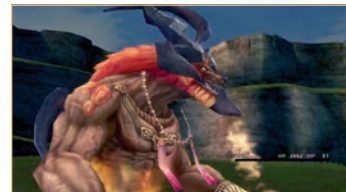
For additional information about the Monster Arena, refer to the "Secrets & Side Quests" chapter.



## Battle Belgemine in the Central Calm Lands

There's a large, circular area in the center of the Calm Lands with an Al Bhed trading post and a Save Sphere. Upon entering, the party encounters Father Zuke, a retired summoner. On the outpost's far left side is an Al Bhed with a message from Cid. Exit the trading outpost and move behind it to find a treasure chest containing a **Lv. 2 Key Sphere**.

Travel southwest to encounter Belgemine once again. She calls Shiva this time. You can easily win this battle by summoning Ifrit and having it heal itself with Fire spells. For defeating Belgemine this time, you receive thirty **Power Spheres** and the **Aeon's Soul** (which is awarded even if you lose). This key item enables you to use inventory items to increase attributes for your aeons.

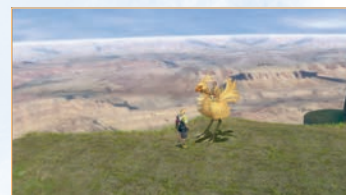
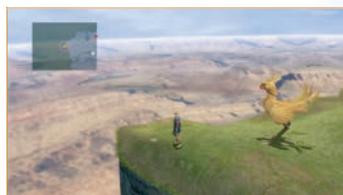


## Train Your Very Own Chocobo

Journey to the extreme northwest corner of the Calm Lands. Carefully search the area to find the **Al Bhed Primer vol. XXIII** near the cliff's edge. Move directly east along the cliff from the primer's location and speak to the woman riding a chocobo. She can teach you how to ride a chocobo.

To ride a chocobo across the expansive Calm Lands, you must train one properly. This involves completing a series of four training courses; when you beat a target time in each, you unlock the next one. You may also replay the previous one to beat your time for an additional prize. Complete all four to earn the Chocobo License trophy and the right to borrow a chocobo from the Chocobo Trainer whenever you want. If you borrow a chocobo now, you can ride it to the optional Remiem Temple area that Belgemine told you about.

TRAINING COURSE	FIRST PRIZE	ADDITIONAL PRIZE
Wobbly Chocobo	Elixir	X-Potion
Dodger Chocobo	Lv. 1 Key Sphere	Mega-Potion
Hyper Dodger Chocobo	Lv. 2 Key Sphere	Ether
Catcher Chocobo	Lv. 3 Key Sphere	Turbo Ether





## Leap Across to Remiem Temple

This part is optional, but if you went through the trouble of getting a chocobo, now's the time to put it to use. Ride to the south entrance of the Calm Lands, and head east to the cliff above the two treasure chests. While still on the chocobo, examine the chocobo feather on the ground to make the chocobo leap into a new area of the Calm Lands. After dismounting the bird, run up the path to Remiem Temple.



## Begin Belgemine's Final Series of Challenges

Belgemine waits to challenge Yuna inside Remiem Temple.

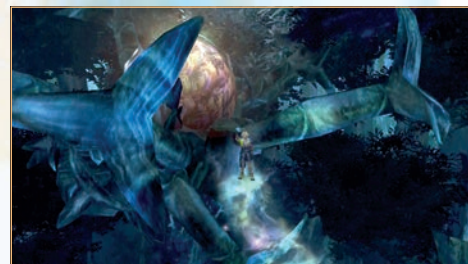
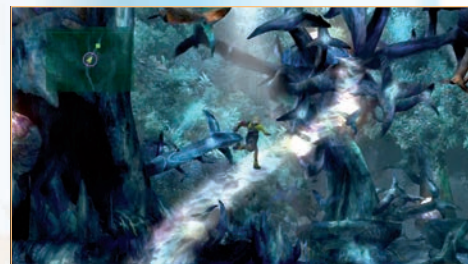
This time, you select the aeons you wish to challenge, one at a time. Each one is strongly enhanced, but defeating them earns potentially valuable prizes. Defeating Bahamut here is one of the keys to recruiting the secret Magus Sisters aeon. Defeating all of the aeons in the game grants you the **Moon Sigil**. More information is available in the "Side Quests & Secrets" chapter.



## Activating the Celestial Mirror

If you like, you can now visit Macalania Woods to turn your Cloudy Mirror into the Celestial Mirror. However, this involves leaving the Calm Lands. Your chocobo won't be waiting when you return, and you'll have a long walk to Mt. Gagazet. You may find it easier to wait until you have the airship.

To do it now, continue past the spot in Macalania Woods where you found the Jecht's Sphere and speak to a woman who has lost her husband. Return to your campsite to find the lost husband. When you return to the wife, she explains her child is now lost. Follow the bridge of rainbow light upward, where you soon discover the child standing in front of a giant flower (?) that emits a mysterious energy. Examine it to transform your Cloudy Mirror into the **Celestial Mirror**. Now you can open the sealed chests containing the Celestial Weapons, although they won't be much use without their corresponding Sigil and Crest. Once you find those items, return here to enhance the Celestial Weapons with their power.



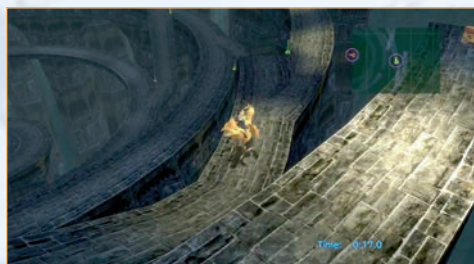
## Race Chocobos for the Cloudy Mirror

Outside of Remiem Temple and just west of it, find the **Al Bhed Primer vol. XXIV** and a sphere that explains the basics of chocobo racing. Doing this is the first step toward earning the Celestial Mirror that unlocks the chests containing each character's ultimate weapon. You don't want to pass this up!

To race, go to the chocobo on the temple's right side and hop on its back. During the first race, don't worry about opening any treasure chests or using the shortcuts. Just race down the ramps in a spiral pattern; it doesn't matter how many poles you hit. If you can reach the center platform before the champion chocobo, you receive the **Cloudy Mirror**.

You can continue chocobo racing to earn valuable prizes. When racing for prizes, it's important to hit as many treasure chests as possible; the amount opened determines the prize (if you win the race). After opening each chest, your chocobo is transported a little closer to the ending, so some chests can serve as useful shortcuts. Make sure to avoid the poles; if you touch even a single one, the only prize is a Potion. Outside of the basic Potion, each prize can only be claimed once.

# OF CHESTS	PRIZE
0 Chests	Potion
1 Chest	Elixir
2 Chests	Megalixir
3 Chests	Wings to Discovery (x30)
4 Chests	Pendulum (x30)
5 Chests	Three Stars (x60)







## Continue to Mt. Gagazet

Once you've concluded your business in the Calm Lands, leave the area through its northeast exit. There, only a few steps past the Save Sphere, the Gaudio's Defender X attacks.

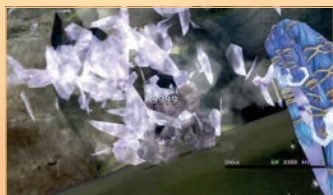
# BOSS

## DEFENDER X

HP:	64,000 (4060)
AP:	6660 (9900)
WEAKNESS:	NONE
STEAL:	LUNAR CURTAIN
WEAKNESS	x1.5
ABSORPTION	+
IMMUNITY	1
HALF DAMAGE	1/2



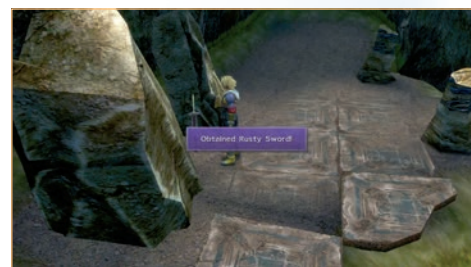
This massive creature has no inherent weaknesses, so rely on your own buffs to punch through its hearty defenses. Start with a party of Yuna, Tidus, and Auron, and have Tidus cast Haste or Hastega while Yuna uses Protect spells. Auron should pummel Defender X with Armor Break and Mental Break (his other breaks won't work).



If Lulu has learned her "-ga" series spells, she can sub in for Tidus once everyone's hasted. (But don't bother if she doesn't know "-ga" spells yet; Demi and Bio are ineffective here.) If Yuna's Healer Overdrive Mode is available, have her focus on healing and using Grand Summon. Avoid summoning unless the aeon or Yuna is already in Overdrive, because Defender X will make short work of them. Avoid using elemental spells and attacks toward the end of the battle, when Defender X's Mighty Guard gives it the ability to nullify each type of elemental damage once.

## Explore the Cavern of the Stolen Fayth

After the battle, you have a choice: cross the bridge to Mt. Gagazet, or move to the bridge's right side where a steep path leads into the gorge. At the bottom of the gorge, you can travel east to find the **Rusty Sword**, which is the first step toward acquiring Auron's Celestial Weapon. To the west of the gorge bottom, you find the entrance to the Cavern of the Stolen Fayth, an optional area where you can fight and acquire the secret aeon Yojimbo, and acquire several other treasures (including **Al Bhed Primer vol. XXV**).



This area is challenging, but it should be manageable at this point in the game. However, make sure you have at least 200,000 gil before beginning this side quest; Yojimbo's services won't come cheap. A map of the Cavern of the Stolen Fayth and strategies for battling Yojimbo (and negotiating with him) can be found in the "Side Quests & Secrets" chapter. The items in the cavern are included in the items list at the beginning of this section, and the enemies you will encounter appear in the enemy list.





# MT. GAGAZET



ENEMIES

<b>BIRAN</b>	<b>YENKE</b>	<b>GRAT</b>	<b>BASHURA</b>	<b>GRENADE</b>
<b>IMP</b>	<b>BANDERSNATCH</b>	<b>NIDHOGG</b>	<b>MECH LEADER</b>	<b>MECH DEFENDER</b>
<b>SEYMOUR FLUX</b>	<b>MORTIORCHIS</b>	<b>MANDRAGORA</b>	<b>DARK FLAN</b>	<b>BEHEMOTH</b>
<b>MAELSPIKE</b>	<b>ACHELOUS</b>	<b>SPLASHER</b>	<b>GRENDEL</b>	<b>AHRIMAN</b>
<b>SANCTUARY KEEPER</b>				

ITEMS

20,000 GIL	LV. 4 KEY SPHERE	<b>RECOVERY RING</b>	<b>STAR ARMGUARD</b>
MEGA-POTION (X2)	LV. 1 KEY SPHERE		
DEFENDING BRACER	FORTUNE SPHERE		
HP SPHERE	RETURN SPHERE		

KEY ITEMS

BRASKA'S SPHERE



## Receive a Cool Reception at Mt. Gagazet

Mt. Gagazet is the Ronso homeland, and you should not expect a warm welcome. But once Yuna impresses the Ronso, you're given the run of the place. As soon as you pass the Save Sphere and begin your ascent up the mountain, Biran and Yenke demand Kimahri face them in two-on-one combat.





# BIRAN & YENKE

HP: BIRAN: VARIES (2500),  
YENKE: VARIES (2500)  
AP: BIRAN: 4500 (6750),  
YENKE: 4500 (6750)  
WEAKNESS: NONE  
STEAL: LV. 3 KEY SPHERE (BIRAN)  
WEAKNESS  $\times 1.5$   
ABSORPTION +  
IMMUNITY /  
HALF DAMAGE 1/2



Stone Breath, and Self-Destruct. Biran and Yenke each gain one additional ability when they're near death: White Wind and Mighty Guard, respectively. You must wait until they've used it before you can steal it with Lancel.

When your Ronso foes are standing side by side, they guard for each other, making your physical attacks ineffective. This is the time to use Lancel, heal with items, use Overdrive abilities, or cast buffs. When a Ronso bulldozes you, putting one on either side of Kimahri, you're free to unload on either one with your full strength. When one of the Ronso falls, the other goes berserk and inflicts twice as much damage as before, so heal up before delivering that first finishing blow.

Your top priority in this battle is learning as many abilities for Kimahri as possible. Use Lancel repeatedly, targeting each foe in turn, to learn a variety of abilities that you may have missed earlier in the game, including Fire Breath, Aqua Breath, Thrust Kick, Doom,

# BOSS

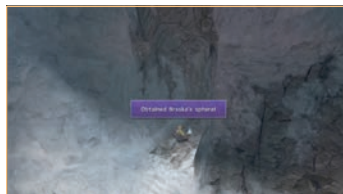
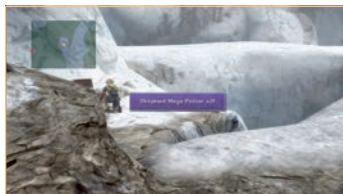


Game Basics  
Items and Equipment  
Characters & Aeons  
Walkthrough

## Make the Dangerous Mt. Gagazet Ascent

This is a tough area, the maps are larger than they appear, enemies attack very frequently, and the Save Spheres are few and far between.

To reach the first chest with **20,000 gil**, continue north past the ledge until you see a snowy slope that will let you get atop the ledge (shown in the screenshot) and travel south to reach it. Then hug the west side of the trail while traveling north, until you find a barely visible chest containing two **Mega-Potions**. While proceeding up Mt. Gagazet, you encounter graves of fallen summoners and guardians. Continue up the zigzagging path, until you find a short and narrow path heading north around a large rock. At the end of this path is Braska's Sphere. If this is the third sphere you've obtained, Auron learns a new Overdrive. Continue up the path until you reach a T-intersection. Keep going straight to find a **Defending Bracer**, which is solid armor for Auron. Then return to the intersection and head north. Around the next corner, you meet O'aka's brother, Wantz, who's selling some fantastic items, notably Lulu's Booster Cactuar. From Wantz's location, descend the slope. When it rises again, look for a small spot under the path to find two treasure chests. Open these for an **HP Sphere** and a **Lv. 4 Key Sphere**. Head east from here and then north to another grim landmark. Shortly beyond that is the final Save Sphere before one of the game's toughest bosses. Don't pass it by!



# SEYMOUR FLUX & MORTIORCHIS

HP: SEYMOUR: 70,000 (3500);  
MORTIORCHIS: 4000  
AP: SEYMOUR: 10,000 (15,000)  
WEAKNESS: NONE  
STEAL: ELIXER  
WEAKNESS  $\times 1.5$   
ABSORPTION +  
IMMUNITY /  
HALF DAMAGE 1/2



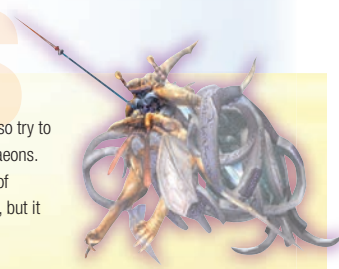
Lulu's first move should be to tag Seymour with Bio, which still works and will deal a good amount of damage over the fight. Seymour is surprisingly weak to silence effects, so have Wakka use Silent Attacks until one sticks.

Seymour enjoys using his Lance of Atrophy to inflict the zombie condition on a character, and then using Full-Life to kill them. Heading off this combo is as easy as swapping out the afflicted character for a turn; Seymour never casts Full-Life except after using his lance, so they'll be safe on subsequent turns. (You can also cure it with a Holy Water or Remedy item; Yuna's Esuna will not do the trick.) If you can't tag Seymour with silence, Seymour casts Protect and Reflect on himself and uses the latter to bounce Flare spells at the party. Either condition should be Dispelled immediately.

The deadliest attacks are Seymour's Cross Cleave, which deals around 2500 HP to the whole party, and Mortiorchis's Total Annihilation, which requires two to three turns to charge and can easily wipe out the entire party if you aren't prepared. To survive it, cast Shell on your highest HP characters and have them defend the turn before it goes off (that's the turn after Mortiorchis initiates "Auto-attack Mode"). Another option is to head it off by winning quickly: If everyone is hasted and you use a rapid succession of Overdrive attacks from aeons and heavy-hitters like Auron, you may be able to outrace it. As in your last bout, your aeons only get one turn to act before Seymour banishes them.

Seymour provides a much tougher challenge this time around, so try to arrive at this fight with full Overdrives for most characters and aeons. Tidus, Yuna, and Kimahri all have the Trigger Command option of talking to Seymour and raising their Strength or Magic Defense, but it isn't really worth the turn.

Use Tidus to cast Hastega, and have Yuna cast Protect on key party members. Another option is to have Rikku mix up a Mighty G Potion (which provides Haste, Protect, and Shell) from an Al Bhed Potion or Remedy with a Star, Lunar, or Light Curtain.



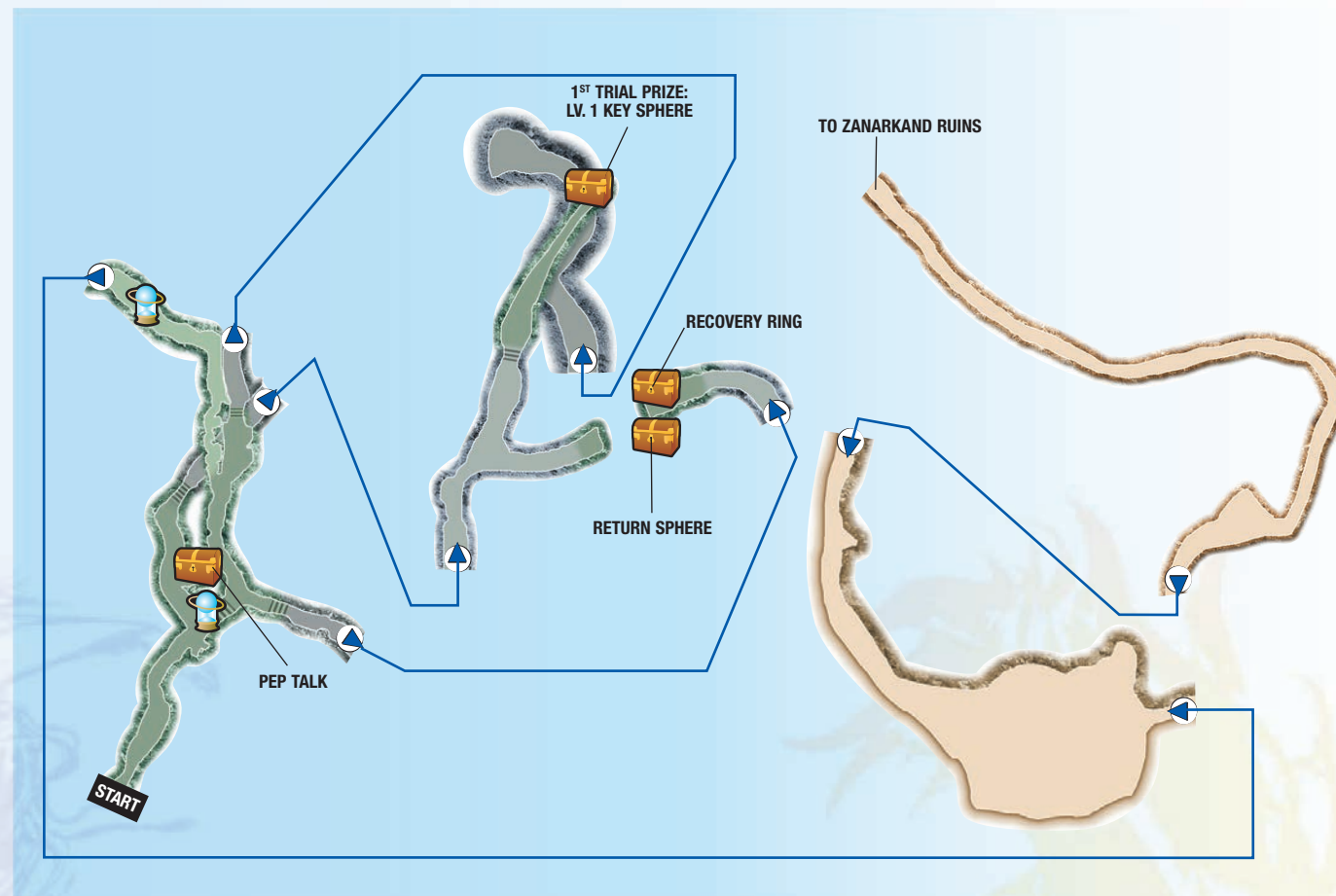
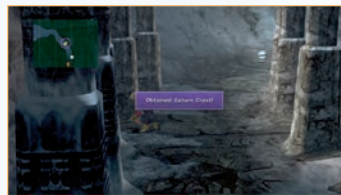
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



## Receive a Vision from the Fayth Cluster

After defeating Seymour, don't miss the well-hidden chest containing the **Saturn Crest** as you approach the eastern Save Sphere. In the next area, the party finds the massive fayth cluster.

During Tidus's vision, go into the interior room of his boathouse and stand in the room's center. Continue to follow your guide outside.



## Navigate the Half-Submerged Caverns



When Tidus awakens, continue up the mountain into the Cavern of Darkness. A strange hole next to the Save Sphere prevents you from continuing north. Go through the cavern to the west until the party reaches an underwater area. Tidus, Wakka, and Rikku continue onward without the others.

At the north end of the partially submerged passage, they discover the first trial of Gagazet. Simply time Wakka's throw of the ball to hit the opening of the spinning shield. There is no penalty for failure, and when you succeed, a treasure chest appears in front of the shield containing a **Lv. 1 Key Sphere**.

Return through the water to the area with the Save Sphere.

The massive hole that stopped your northward progress has been replaced with a stairway. Ascend the steps and travel north to the next watery area. The trio split again to swim ahead. At the end of the second channel, find a set of three lights. You must guide each character into one of the colored lights. The colors correspond to each character's color on the Sphere Grid: Green for Rikku, Blue for Tidus, and Orange for Wakka.



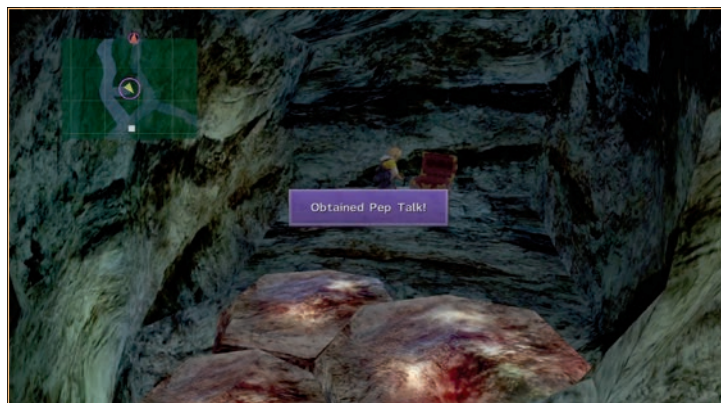
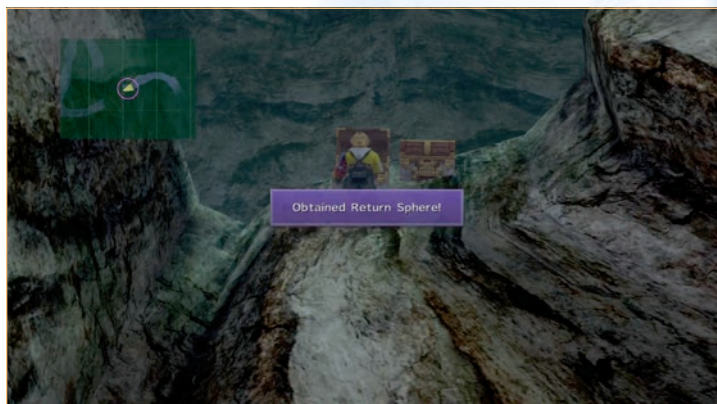


# Collect the Cavern Treasures Before Moving On

Completing the second trial drops a series of stones into three spots in the cavern. When you return to dry land, you see a long stone stairway that leads out of the cavern. Ignore it for now, and instead return toward the Save Sphere to collect the cavern's now accessible chests.

Wakka's **Pep Talk** armguard is in an alcove northwest of the Save Sphere, and there's a **Return Sphere** and **Recovery Ring** down an aquatic passage to the east.

With the cavern thoroughly looted, travel north to the Save Sphere to find the long stairway of fallen stones that leads to the exit. There you find a Save Sphere, a warp panel that can take you all the way back to the gates of Mt. Gagazet, and an exit guarded by the deadly Sanctuary Keeper.



Game Basics  
Items and Equipment  
Characters & Aeon

## SANCTUARY KEEPER

HP: 40,000 (6400)  
AP: 11,000 (16,500)  
WEAKNESS: NONE  
STEAL: TURBO ETHER

WEAKNESS   
ABSORPTION   
IMMUNITY   
HALF DAMAGE

Begin this fight by casting Hasteaga and Protect on your party, tagging the boss with Lulu's ever-effective Bio spell, and shredding its stats with Auron's Armor Break, Power Break, and Mental Break attacks. If possible, equip your characters with armaments that provide protection from the sleep, silence, darkness, and confusion effects caused by its Photon Wings attack, or just stand ready to heal them with Esuna spells or Remedies.

When the Sanctuary Keeper loses half its HP, it may attempt to heal itself with Curaga spells. Head this off by casting Reflect on it. (It may attempt the same trick against you, but you can always Dispel the Reflect effect.) Once you've laid the groundwork, pound the fiend with physical attacks or summoned aeons.



1  
2  
3  
4  
5  
6  
7

Walkthrough of Secrets





# ZANARKAND RUINS

ENEMIES



MANDRAGORA



DARK FLAN



BEHEMOTH



BASHURA



AHRIMAN



GREDEL



DEFENDER Z



YKT-11



YAT-97



FALLEN MONK



SPECTRAL KEEPER



LADY YUNALESCA

ITEMS

FORTUNE SPHERE



10,000 GIL

LV. 3 KEY SPHERE



SPIRITUAL TARGE



FRIEND SPHERE

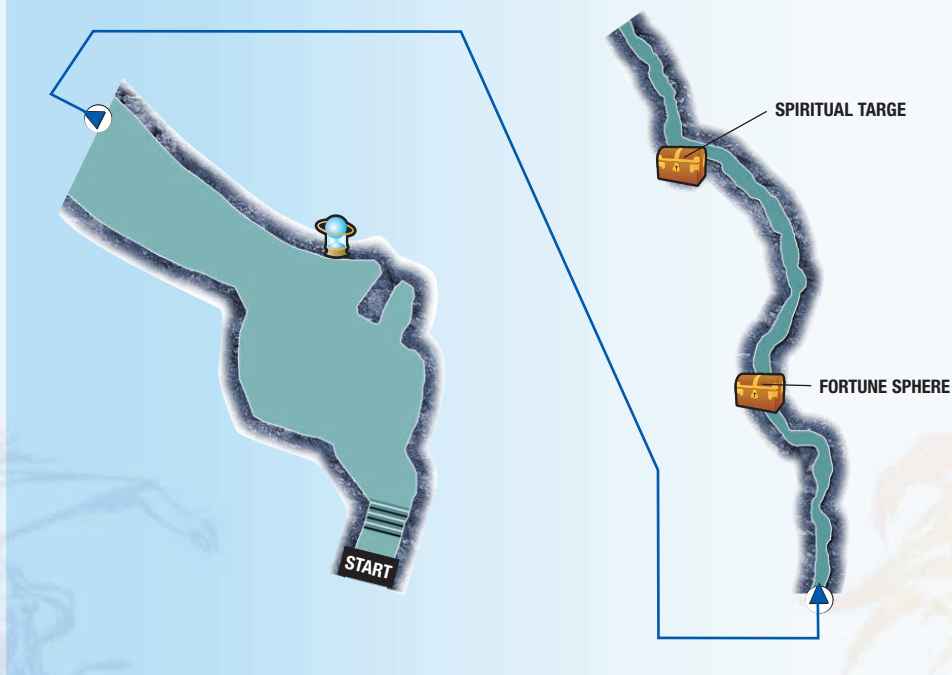


LUCK SPHERE



KEY ITEMS

SUN CREST



## Fight Your Way to the Zanarkand Dome

After viewing Yuna's dropped sphere and making camp at a familiar hill, the party is finally ready to enter the ruins of Zanarkand.

Navigating the ruins is rather simple. The first several maps are completely linear, and guarded by the same fiends you fought on Mt. Gagazet. Don't miss the chests containing a **Fortune Sphere** and **Spiritual Targe** on the way.

Inside the dome, the fiends get much stronger. Use **Armor Break** and **Mental Break** to cripple the powerful **Defender Z**. **Fallen Monks** can put up a fight, but you can use a tuft of **Phoenix Down** or **Life** spell to instantly kill one in a pinch. Also, try to eliminate **YKT-11**s before all other enemies, or they'll eject individual party members from battle with their **Thrust Kick**! These foes can't be captured for the **Monster Arena**, so go ahead and use your best weapons against them.



## Seek Treasure in the Ruined Dome

The path through Zanarkand Dome is still fairly straightforward, but the treasures are easier to miss. When you see a layer of road above, search along the east rim of the road to find a path to the upper level treasure chest and claim **10,000 gil**. Eventually, you reach a ghostly image of Seymour as a child. When the ghosts fade, search the eastern platform of the intersection for a **Friend Sphere**. When crossing the debris, look for a path leading down to a rare **Lv. 3 Key Sphere**.

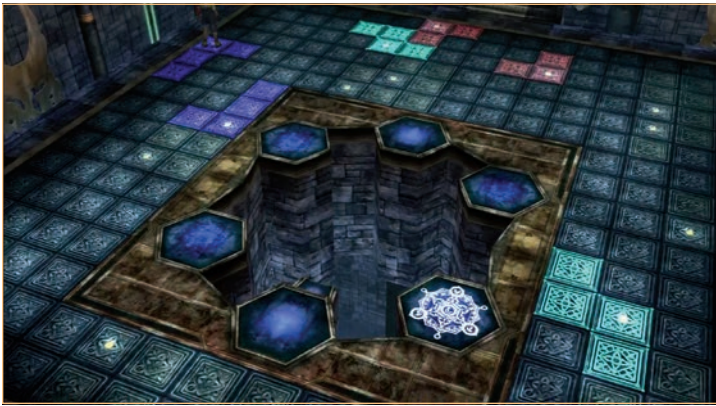




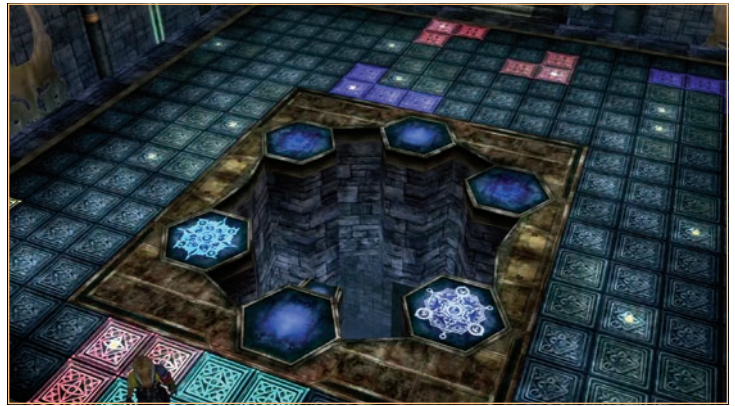
# Complete the Zanarkand Cloister of Trials

Step onto the green square near the entrance to activate the floor puzzle. The puzzle solution is displayed on the far wall. The idea is to step on the floor panels that activate the colored shapes so all of the shapes shown on the screen are lit on the floor at the same time. When you activate any shape that does not appear on the screen, you have to start over.

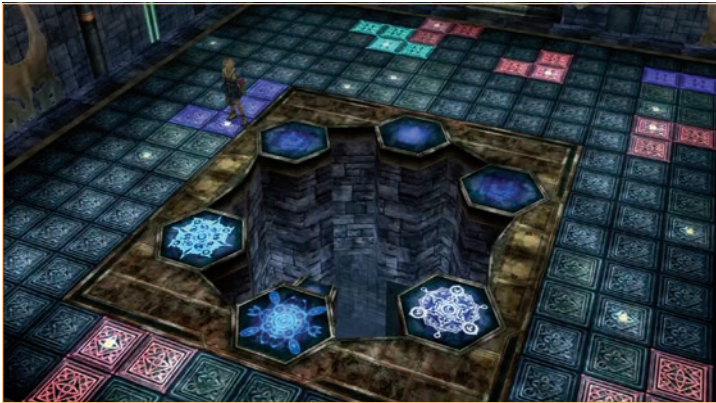
After correctly completing the first puzzle, the door to a second chamber opens and six pedestals appear. Push one of the four corner pedestals toward the wall to trigger one of four similar puzzles in the second chamber. After you complete a puzzle, a symbol appears around the central chasm. After completing all four, you can take the Kiliika Sphere and Besaid Sphere from around the screen in the second chamber and put them in the remaining pedestals in the first room. This causes a Save Sphere to appear, a sure sign that a boss is waiting in the other room. After defeating the Spectral Keeper, you'll have an opportunity to save and watch several event scenes before battling the ultimate guardian of Zanarkand.



**NORTHWEST PEDESTAL PUZZLE**



**SOUTHWEST PEDESTAL PUZZLE**







**NORTHEAST PEDESTAL PUZZLE**



**SOUTHEAST PEDESTAL PUZZLE**

## SPECTRAL KEEPER

**HP: 52,000 (8000)**  
**AP: 12,000 (18,000)**  
**WEAKNESS: NONE**  
**STEAL: ETHER, TURBO ETHER**  
**WEAKNESS** x1.5   
**ABSORPTION** +   
**IMMUNITY** /   
**HALF DAMAGE** 1/2 



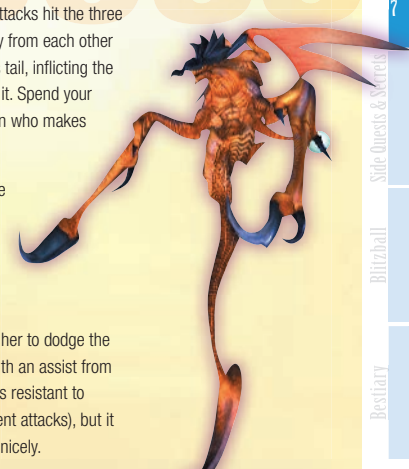
In this unique fight, your party can move between six platforms that surround the Spectral Keeper. Its counterattacks hit the three platforms centered on the character who attacked it, so positioning the members of your party a platform away from each other prevents multiple characters from taking damage. The Spectral Keeper also targets random characters with its tail, inflicting the berserk ailment. If you have armor with berserk-resistant properties in your inventory, now is the time to equip it. Spend your first few turns positioning characters, boosting them with Hasteaga, and casting Protect on characters like Auron who makes counterattack-provoking physical attacks.

When the Spectral Keeper summons glyph mines on random platforms, you usually have only one turn to move your characters to mine-free positions before the mines explode. The Spectral Keeper also uses glyph mines to deal with aeons, so you shouldn't expect them to last more than a single turn.



The key to this battle is Lulu. Her high Evasion stat allows her to dodge the fiend's mostly physical attacks and counterattacks, and with an assist from Auron, she can deal heavy damage. The Spectral Keeper is resistant to most ailments (don't waste time with Bio or Wakka's ailment attacks), but it is vulnerable to Auron's Mental Break, which sets up Lulu nicely.

# BOSS



Game Basics  
Items and Equipment  
Characters & Aeons  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secret  
Blitzball  
Bestiary



# YUNALESCA

HP: 1ST FORM: 24,000, EVO. 1: 48,000, EVO. 2: 60,000 (10,000)  
 AP: 14,000 (21,000)  
 WEAKNESS: NONE  
 STEAL: STAMINA TABLET, FARPLANE WIND  
 WEAKNESS   
 ABSORPTION   
 IMMUNITY   
 HALF DAMAGE



Yunalesca's first form is easy to defeat, so don't use any Overdrives yet. Yunalesca responds to each physical attack by inflicting darkness, and each spell cast on her is met with Silence. She also responds to Special techniques, such as Steal, with Sleep. Equip armor that is resistant to the counterattack Yunalesca will use, or protect your attacking characters with Reflect spells. These Reflect shields also serve a useful role in the second phase of this fight.



In her second form, Yunalesca unleashes a new attack, Hellbiter. This attack inflicts zombie status on your characters, so quickly use a Holy Water or rotate out the character before Yunalesca can follow it up with a healing spell (Reflect also provides protection against the healing). Don't be too vigilant about curing the zombie condition; you need to keep a balance between having zombie and normal characters for Yunalesca's final form.

When the true face of Yunalesca is revealed, cast Haste and Protect on the entire party. Make sure at least one zombie (and ideally two) is on the battlefield at all times, since any character who is not afflicted with zombie is killed instantly when Yunalesca performs her Mega-Death attack (unless they have Deathproof armor, of course).

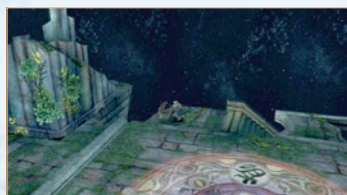
If a character is hit with Regen, use Yuna's Dispel to remove the constant healing effect without negating the zombie effect. Or if you have other zombies on the field, use a Holy Water to keep the Regen and lose the zombie effect. This is the final form, so bring in your strongest aeons and unload with their Overdrives.



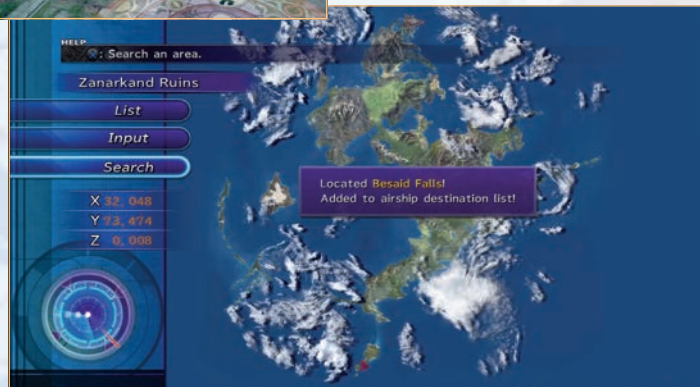
## Leave the Ruins with Yunalesca's Treasure

After defeating Yunalesca, descend the broken staircase that was behind her. It leads to what appears to be the exact same area, but there's one small difference—a treasure chest containing the **Sun Crest** at the top of the same staircase.

Exit the dome and head back the way you came. Cid swoops in to pick you up in his airship and hands you the keys (well, metaphorically). After speaking with Yuna on the upper decks, return to Cid and speak to him. You can now return to any area you've previously visited to pursue side quests or mini-games, or find new areas to explore by clicking on the world with the "Search" command or entering passwords with the "Input" command.



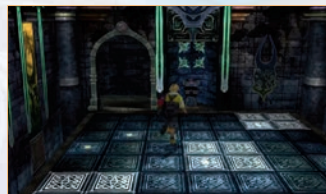
The "List" option displays the places the party has visited, and it includes a new one—the Highbridge. Since the party has decided to visit Maester Mika, the Highbridge of Bevelle is highlighted as your next destination.



## The Zanarkand Destruction Sphere

Hey, so what happened to the Destruction Sphere in the Zanarkand Temple? There actually is one, but you can't get it until you return to the ruins after Cid picks you up on the airship. You definitely want to go back for it, as the hidden treasure it unlocks must be acquired before you can recruit the game's deadliest aeon.

When you return to the room with the floor puzzle, you'll notice a new image on the monitor, depicting seven white squares. To solve the puzzle, activate only the three white squares in the first room and the four in the second room. The monitor in the first room then moves aside to reveal the Destruction Sphere. Insert it in the slot to the right of the second room's monitor and collect the **Magistral Rod**.





# AIRSHIP

## Side Quest Time!

Before rushing off to fight Sin, your characters may need a little more seasoning. It will be easier to reach the end of the game if you visit a few extra places off the beaten path. (But keep in mind that if you pursue too many side quests, you end up way overpowered for the end game.) For the complete rundown of all the side quests and mini-games, refer to the “Side Quests & Secrets” chapter.



### Hidden Aeons

You can now acquire the secret aeons Yojimbo, Anima, and the Magus Sisters. Anima is particularly powerful and can make short work of many of the game's end bosses.

### Monster Arena Revisited

If you diligently captured the fiends of Mt. Gagazet, the arena owner will have a reward waiting for you. Continue collecting fiends from all over Spira to earn more items and create more high-level combat opportunities.



### Hidden Celestial Weapons

You can search for each character's hidden Celestial Weapon and the Sigils and Crests that turn them into the most powerful weapons in the game. They aren't easy to get, but each weapon has an ability that doubles the AP the user receives, so it's nice to have them early.



### Jecht's Lost Spheres

The world is full of spheres retelling new chapters of Jecht, Braska, and Auron's journey. Collect them all to unlock Auron's final Overdrive.

### Cactuar Chasing and Other Games

You can now return to Sanubia Desert to chase down 10 elusive Cactuars. The most challenging Butterfly Chase is now available in the Macalania Forest, and you can continue dodging lightning bolts and training chocobos if you've not yet mastered those events.



### Omega Ruins

Another topic covered in depth in the “Side Quests & Secrets” chapter is the hidden dungeon, Omega Ruins. There is no better training ground for your characters, but there is also no place more dangerous. The Omega Ruins are also the home of one of the most powerful bosses in the game.

### The Dark Aeons

As you explore past areas, you may encounter suspicious groups of Yevon loyalists. When you see them, run for your life! These vengeful Yevonites can summon “dark” versions of your aeons that make Sin look like a total pushover in comparison. These aeons and the super-boss they unlock are the game's ultimate challenge.

# SIN

ENEMIES	ADAMANTOISE	AHRIMAN	BEHEMOTH KING	EXORAY	GEMINI	
	BARBATOS	DEMONOLITH	GREAT MALBORO	WRAITH	LAND WORM	
KEY ITEMS	PHANTOM RING	LV. 3 KEY SPHERE	HP SPHERE	PRISM BALL	MAGE'S STAFF	WICKED CAIT SITH
	SPECIAL SPHERE	FOUR-ON-ONE	DEFENSE SPHERE	SKILL SPHERE	INFINITY	HRUNTING
	ELIXIR	DEFENDING BRACER	LAEVATEIN	KNIGHT LANCE	ATTRIBUTE SPHERE	
	WIZARD LANCE	20,000 GIL	LV. 4 KEY SPHERE	STILLBLADE	WHT MAGIC SPHERE	

## Punch a Hole Through Sin

No need to land at Highbridge with your weapons drawn: Maester Mika is desperate and willing to talk. The party leaves the meeting with the crucial clue needed to defeat Sin.

When you're ready to begin the game's final challenge, speak to Cid and select Sin as your destination. Then make your way to the external deck of the ship. The first step of your final journey involves battling a series of four bosses. You can return to the airship to heal, save, and pursue other side quests between the third and fourth battles, if you desire.





## LEFT FIN/RIGHT FIN

**HP:** LEFT FIN: 65,000 (10,000),  
RIGHT FIN: 65,000 (10,000)  
**AP:** RIGHT FIN: 17,000 (25,500),  
LEFT FIN: 16,000 (24,00)  
**WEAKNESS:** NONE  
**STEAL:** LEFT FIN: MEGA-POTION, SUPREME  
GEM; RIGHT FIN: X-POTION,  
SHINING GEM

**WEAKNESS** x1.5  
**ABSORPTION** +  
**IMMUNITY** /  
**HALF DAMAGE** 1/2

Sin's left and right fins are the first two bosses in this three-boss sequence. The two fights are basically identical, and are fairly easy compared to the third, so save your Overdrives for that one.



As with your last battle on the ship's deck, Tidus or Rikku can order the ship closer or further away from Sin, and Cid will comply on his next turn. Battling Sin from afar is safest; it uses weaker attacks and often passes its turns without action. However, only Wakka, Lulu, and summoned aeons are capable of damaging it at this range, and without an Armor Break, Wakka's physical attacks are woefully ineffective.

For a quicker but riskier win, order Cid to move in, and swap out whoever acts first for Auron. After Auron unleashes an Armor Break, your physical attacks will be far more effective. However, Sin won't stand for this for long, and its Negation ability will remove debuffs like Armor Break and any buffs like Haste that are on your characters. Nevertheless, you'll sometimes get lucky and manage to get several turns worth of powerful attacks in.

## SIN & SINSPAWN GENAIS

**HP:** SIN: 36,000 (3000),  
GENAIS: 20,000 (2000)  
**HP:** SIN: 36,000 (3000),  
GENAIS: 20,000 (2000)  
**WEAKNESS:** SIN: NONE, GENAIS: FIRE  
**STEAL:** GENAIS: STAR CURTAIN, SHINING  
GEM; SIN: STAMINA SPRING

**WEAKNESS** x1.5  
**ABSORPTION** +  
**IMMUNITY** /  
**HALF DAMAGE** 1/2



The sinspawn absorbs any magic cast at Sin, so concentrate the party's attacks on this foe first. You can make the process of defeating it a little easier by hitting it with a Slow spell. When it nears death, it curls up in a defensive position and continuously casts Cura. Shut off this ability with a silence effect (it's immune to Reflect), and continue the party's attacks to finish it off.

Once Genais crumbles, the group advances on Sin's weak point. Physical attacks won't inflict much damage until you use Armor Break. Use Lulu's Doublecast to attack with the most powerful spells you can afford. Bring in Rikku to heal and cure Venom status with Al Bhed Potions as needed, and focus Yuna on casting Holy or summoning. Feel free to use your Overdrives if necessary; you'll have a chance to return to the Airship and recharge them in some other area before facing the next batch of bosses.

## OVERDRIVE SIN

**HP:** 140,000 (10,000)  
**AP:** 20,000 (30,000)  
**WEAKNESS:** NONE  
**STEAL:** ETHER, SUPREME GEM

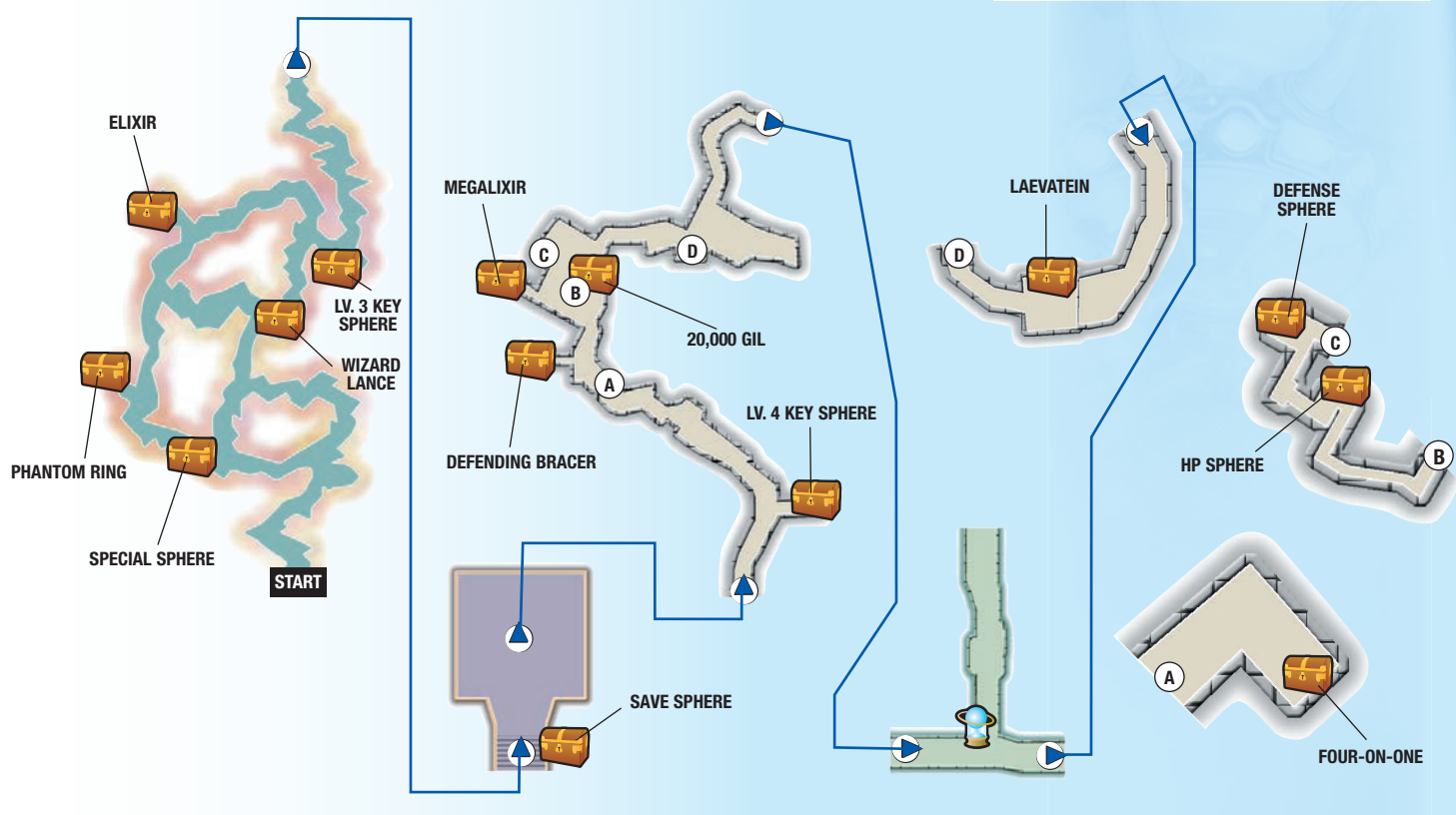
**WEAKNESS** x1.5  
**ABSORPTION** +  
**IMMUNITY** /  
**HALF DAMAGE** 1/2



When you're ready for the next phase of battle, talk to Yuna on the external deck. Then return to Cid, and make your way back to the deck. There you'll face Sin's head in a very straightforward battle: Sin draws ever closer, only occasionally attacking. For the first several turns, it will be too far away to target with anyone but Wakka, Lulu, and certain summons; use this opportunity to pelt it with spells and use buffs like Hastega and Luck on most of your attackers.

When it draws within range, have Auron execute an Armor Break and unload with all of the party's remaining Overdrives and strongest attacks. Sin gradually begins opening its mouth, and when it's fully open—around its 16th turn—it will use its Giga-Graviton Overdrive to destroy the world. Nothing can save you from Giga-Graviton; it's an instant game over. Needless to say, you need to dish out 140,000 points of damage before that happens.

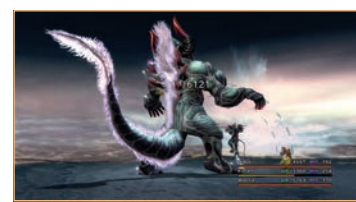
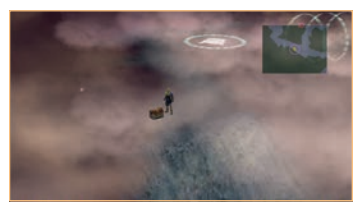




## Cross the Sea of Sorrow

After defeating Sin, the airship enters the creature's shell. You're still free to leave and pursue side quests at any time, however.

The Sea of Sorrow map only shows the area immediately around you, so use the maps in this section to find your way through this area. The treasure chests are typically located at the tops of waterfalls, which you can ride down but not climb. To get them, you typically need to take a circuitous route to the top.



The fiends here are extremely powerful and offer a considerable amount of AP. The deadliest of the bunch by far is the Behemoth King, which casts a Meteor spell that deals around 6,000 damage to your entire party when it dies. You can cut that damage in half with Protect spells (not Shell), or by letting an aeon take the hit for you. Or head it off entirely by delivering the final blow with a Counterattack or a "Catch" weapon. Another option is, of course, to simply flee this extremely dangerous encounter.

## SEYMOUR OMNIS

# BOSS

HP: 80,000 (15,000)  
 AP: 24,000 (36,000)  
 WEAKNESS: VARIES  
 STEAL: SHINING GEM, SUPREME GEM  
 WEAKNESS  $\times 1.5$   
 ABSORPTION +  
 IMMUNITY 7  
 HALF DAMAGE  $1/2$



Once you figure out what's going on in this battle, it's easier to understand how to defeat Seymour. The spinning discs behind him have circles corresponding to the four elements. Seymour draws his elemental type from the color of the circle closest to him on each disc. If all four are red, he is able to absorb Fire, and he casts four Firaga spells each turn. This also means he'll be weak to ice. Sometimes Seymour rotates the discs, but you can force them to rotate by targeting them with attacks or spells. Mixing up their types weakens Seymour's spells significantly, but leaves him without a clear elemental weakness.

Ideally, you should try to have your cake and eat it too. Have Auron hit Seymour with Mental Break and Armor Break, and have Lulu blast him with the spells he's weak to. Then have hasted characters switch at least two of the discs to weaken Seymour's ability to retaliate. Another option is to summon an aeon of his current elemental type, and let Seymour heal it with his spells.

Kimahri's Mighty Guard is useful here, adding both a Shell effect and a Nul shield of each element. Armaments like Lulu's Phantom Bangle (which absorbs three of the four elemental types) are of course fantastic, but you shouldn't rely on this strategy entirely. About halfway through the fight, Seymour casts Dispel on your team. His next action will be the deadly, non-elemental Ultima spell, so swap out your weak characters for ones with over 5,000 HP, or summon an expendable aeon to soak up the damage.




## Explore the City of Dying Dreams

Continue past the Save Sphere and search the right-hand wall for a glyph. A message hints that you need to kill 10 fiends to open the door. Do its bidding by killing 10 fiends in random encounters, and it opens to reveal another door with similar demands. Beyond that is a third door that demands no less than 15 dead fiends. Your reward for the 35 kills is a single **Lv. 4 Key Sphere**.

You encounter a handful of new fiends here, some of which have ludicrous amounts of HP. Stick close to a Save Sphere and make heavy use of your aeons. When battling a Demonolith, either keep a party member with Stoneproof armor on the front lines or fight exclusively with aeons; otherwise, the Demonolith's Breath attack could petrify the entire party for an immediate game over.

When you reach a square platform with a Yevon symbol, stand on it momentarily. It lifts you to a treasure chest with Wakka's **Four-on-One**. Across from the Four-on-One treasure box, push the bridge down to find a **Defending Bracer**. Further up, look for a ramp down to a chest containing **20,000 gil**. Step on the platform beside it to access an **HP Sphere** and a **Defense Sphere** high above the city. A lift back to the ground is near the second item.

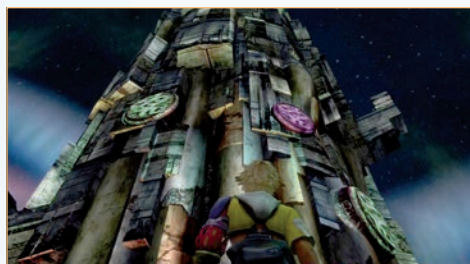
Continuing northeast, look for an alcove along the south wall to find a small building. Enter the building from the south, and Tidus slides down a long spiral. At the bottom is Yuna's **Laevatein**. To exit this pit, move along the wall next to the treasure chest until the  prompt appears. Continue to search for points to climb out of the hole.

The final Save Sphere in the game is near the top of the ramp. This is your last chance to return to the airship and pursue side quests before the finale!



## Prepare for Battle Atop the Tower of Death

As you proceed north from the Save Sphere, the Tower of Death crashes to the ground. Move toward it to enter. Inside, icicles begin to shoot upward from the ground. A fight ensues if one strikes you.



To make navigation easier, stand in one spot until the camera rotates to show the area a little better. If a white light starts to glow under Tidus's feet, move away before the icicle impales him. Small colored crystals form around the area and fade away. You must run up to these and touch them before they disappear to gain the items contained within (mostly weapons and rare spheres, although they're of little use at this late point in the game). After you acquire 10 items, the final showdown begins.

## BRASKA'S FINAL AEON

**HP: 60,000 (FIRST FORM), 120,000 (SECOND FORM)**

**AP: 0**

**WEAKNESS: NONE**

**STEAL: TURBO ETHER**

**WEAKNESS**  

**ABSORPTION**  

**IMMUNITY**  

**HALF DAMAGE**  

Although the Yu Pagodas attempt to heal the final aeon, do not waste any time trying to disable them. Use Auron's Zombie Attack on Jecht, so the Pagodas damage the boss every time they try to cure him. The Zombie Attack effect won't last long, so reapply it regularly.

During Tidus's turns, he can talk to Jecht as a Trigger Command. Talking to the boss greatly drains its Overdrive gauge. This only works a couple of times, so save it until the Overdrive gauge is almost full (but do let Jecht use his Overdrive at least once, because it looks awesome). If you're unable to talk the boss out of an Overdrive, summon an aeon to take the hit.

After losing 60,000 HP, the final aeon transforms. Use effects like Mighty Guard or Rikku's Mighty G mix to apply multiple buffs and haste effects in a single turn, and cast Auto-Life on key characters if you have access to it.



This is the last real battle of the game, and you can't carry items over to a new game, so unload with everything you've got. Throw Mega-Potions at your zombified foe, empty your wallet with the Spare Change ability (100,000 gil for 9999 damage), and have your team and their aeons use their Overdrives.

There are more battles to come, but it's impossible to lose them. Remember the zombie trick against your final non-aeon foe to speed the battle along.

# BOSS



# Side Quests & Secrets

## HIDDEN AREAS

### Secret World Map Locations

There are several hidden locations on the world map that you can find by selecting specific coordinates while aboard the airship. Just move the cursor to the approximate coordinates and press to search that region. Finding the precise spot for each location can be tricky so, if necessary, keep moving the cursor while repeatedly pressing until you find it.

### HIDDEN LOCATIONS

X COORDINATE	Y COORDINATE	LOCATION NAME
11~16	57~63	Baaj Temple
12~16	41~45	Sanubia Desert
29~32	73~76	Besaid Falls
33~36	55~60	Mi'ihen Ruins
39~43	56~60	Battle Site
69~75	33~38	Omega Ruins

Baaj Temple and Omega Ruins are covered in more detail later in this chapter. The other four areas are tiny regions that feature nothing more than a chest and Save Sphere. However, these chests contain some of the best items in the game!

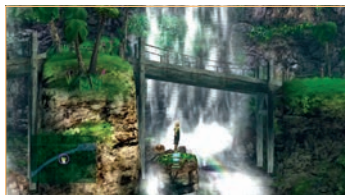
#### Sanubia Desert:

There is a lone treasure chest in this isolated area that contains Tidus's **Ascalon**, which bears the Double AP ability!



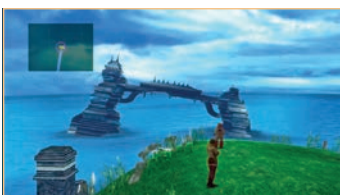
#### Besaid Falls:

This tiny rock outcropping under the waterfalls in Besaid is where you can find Kimahri's **Dragoon Lance**.



#### Mi'ihen Ruins:

In these crumbling ruins off the coast, you can find the **Sonar** for Rikku, which comes with two useful abilities.



#### Battle Site:

Proceed north from the Save Sphere to find Lulu's **Phantom Bangle**, which absorbs three types of elemental attacks!



### Airship Passwords

There are also hidden locations accessible by using the "Input" feature found in the airship command list. You can find these passwords by deciphering the AI Bhed messages left in specific locations around Spira. Note that all of the passwords are case-sensitive.

#### Password No. 1: GODHAND

Input the password GODHAND in all caps to reach the ravine below Mushroom Rock Road. Rikku's Celestial Weapon, the **Godhand**, is in a treasure chest at the northern tip of the area.



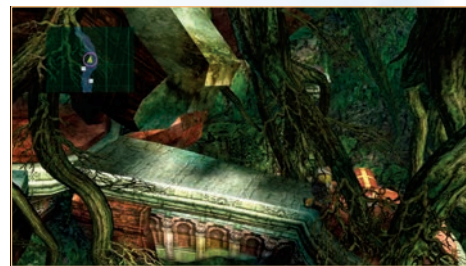
#### Password No. 2: VICTORIOUS

This password opens a secret location at the Besaid Ruins. Climb the tree branch to find Rikku's **Victorious**, armor that nullifies three types of elemental attacks!



#### Password No. 3: MURASAME

This password opens another secret location at the Besaid Ruins. Cross the platform to find Auron's **Murasame**, which bears the One MP Cost ability.



Game Basics  
Items and Equipment  
Characters & Areas  
Walkthrough

1  
2  
3  
4  
5  
6  
7

Side Quests & Secrets  
Blitzball  
Bestiary



# Village of the Cactuars

After gaining control of Cid's Airship, return to the Sanubia Sands and travel to the southern part of the West desert, overlooking the sandstorm-swept region. There is a large rock with a picture of a Cactuar on it. Each time you examine the rock, you receive a clue that points to one of 10 hidden Cactuars in the desert.

After finding each one, you are challenged to a game of "Red Light, Green Light." If you successfully sneak up on the Cactuar while it is looking away and touch it before time runs out, you fight it. No matter the outcome of the battle, you receive a sphere bearing the name of the Cactuar. If you are spotted three times, you only receive a "Sphere del Perdedor." Return to the rock and place whichever sphere you obtained into the rock. After doing so, you receive a new clue telling you where the next Cactuar is hidden.

After inserting the tenth sphere, you receive prizes based on how many times you inserted a named sphere vs. the Sphere del Perdedor. But the real prize here is clearing the sandstorm over the village, which allows you to enter and claim the **Mercury Sigil** and a **Megalixir**.

NAME SPHERES	PRIZE
1-2	Potion
3-6	Elixir
7-8	Megalixir
9-10	Friend Sphere

CACTUAR	MAP	LOCATION
Tomay	Oasis	Near the first Save Point.
Rovivea	Sanubia Desert—East	In the northwest corner of the map.
Chava	Sanubia Desert—West	Search the sign northwest of the Cactuar rock that says 20% off.
Alex & Aloia	Sanubia Desert—Central	In the open area between the ruins in the northern part of the map.
Vachella	Sanubia Desert—East	Use the Save Sphere under the tent.
Robeya	Sanubia Desert—Central	Open the treasure chest in the far west.
Isrra	Sanubia Desert—West	Inside one of the sand whirlpools. You must exit and re-enter the area first.
Elio	Oasis	Enter the Oasis area from the north. Then teleport back to the airship and go to the exterior deck.
Flaile	Sanubia Desert—West	Return to the Cactuar statue and the last one automatically appears behind you.



## Getting "No Encounters" Gear

Tired of having to fight through dozens of enemy counters as you hunt down Cactuars or dodge lightning bolts? There is a solution: using an armament with the "No Encounters" ability, which allows you to move freely without fear of enemy attack.

There are two ways to get it. One is as a random drop for defeating the Geosgaeno boss of Baaj Temple, or as a rare drop from many foes in the Omega Ruins. The other is customizing it onto a piece of armor yourself: All you need is 30 Purifying Salt items, which you can steal from the Fallen Monks in Zanarkand. You can also receive 99 Purifying Salts for catching four of every Dragon enemy for the Monster Arena.

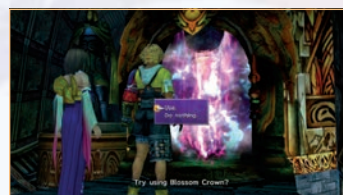
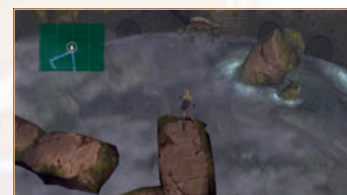
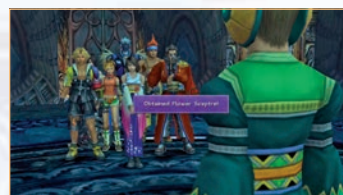
## Remiem Temple

As discussed in the "Calm Lands" section of the walkthrough, you can reach Remiem Temple by borrowing a chocobo from the chocobo trainer, and leaping across to its entrance from a Chocobo Feather in the southern part of the map. There, you can pursue chocobo races and battle Belgemine's aeons for prizes.

The aeon of the temple is the Magus Sisters, a powerful trio of warriors who open the temple's magically sealed door for anyone who brings them a Flower Sceptre and Blossom Crown. You receive the sceptre from Belgemine when you defeat her Bahamut, and the Blossom Crown is provided at the nearby Monster Arena when you capture one of each monster from Mt. Gagazet.

Once you've recruited the Magus Sisters, as well as the other hidden aeons, Yojimbo and Anima, you can battle Belgemine's version of them. Once you've defeated all eight aeons, Belgemine asks Yuna to send her. Agree and receive the **Moon Sigil**.

BELGEMINE'S AEON	PRIZE
Valefor	Lightning Gem (x4)
Ifrit	X-Potion (x30)
Ixion	Chocobo Feather (x10)
Shiva	Mega-Potion (x60)
Bahamut	Flower Sceptre
Yojimbo	Shadow Gem (x8)
Anima	Stamina Spring (x60)
Magus Sisters	Shining Gem (x40)





# Cavern of the Stolen Fayth

Exit the Calm Lands through the northeast passage, circle past the right side of the bridge leading to Mt. Gagazet, and descend into the gorge below. To the left of the Save Sphere is the Cavern of the Stolen Fayth. In the opposite direction, you can travel a short distance to find the **Rusty Sword**, needed for Auron's Celestial Weapon.

The Cavern is home to a few rare items, including **Al Bhed Primer vol. XXV**, and a number of strange fiends. Among them is the Magic Urn, which demands you attack one of its eyes to win a prize (some sort of recovery item) and retaliates with a massively damaging attack if you fail. Weaker parties should simply Flee these battles; the rewards aren't worth the risk.

Proceed through the cavern until you encounter the spirit of a dead summoner. The summoner calls Yojimbo. This aeon has high physical defense but low magic defense, so hit him as often as possible with spells such as Firaga. Afterward, you can use the teleport pad there to travel to hidden chambers containing a **Flexible Arm**, an **MP Sphere**, and two **X-Potions**.

Use the teleport pad to enter the Chamber of the Fayth, where you can negotiate a fee for Yojimbo's services. He offers his lowest initial asking price if you choose the option "To defeat the most powerful of enemies." For your first bid, offer half of his asking price plus 1 gil. So if he asks for 250,000 gil, offer 125,001 gil. After his next offer, raise your bid by 1 gil. By the time he proposes 205,000 gil, he should accept an offer as low as 198,000. If at any point you offer him at least triple his asking price, he gives you two Teleport Spheres in addition to his services.




# Baaj Temple

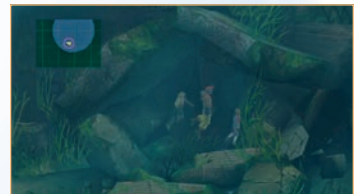
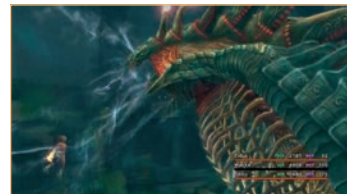
Baaj Temple is the cold, wet area where Tidus first met Rikku. Return to the temple after locating it with the airship's search function. You can now exact vengeance on Geosgaeno and enter the temple it guards. All the action takes place in the pool north of the Save Sphere; leap off the ledge to go for a swim.

Geosgaeno attacks with Stone Punch and KO Punch, so equip Rikku, Tidus, and Wakka (the only characters you can use in this fight) with armor bearing protection against Petrify and Death, if possible. Cast Hastega and Protect on the party, and make sure to choose the "Struggle" Trigger Command if any party member is eaten by Geosgaeno. Anyone eaten by Geosgaeno takes a ton of damage, but struggling prevents them from being used as a weapon against the rest of the party. Have Rikku join in the damage-dealing by using Fire Gems and other spell-like items.

After defeating Geosgaeno, swim south until the camera angle changes, and then search in the crevices of the ruins for Lulu's Celestial Weapon, the **Onion Knight**.

Swim north into the temple entrance. Enter the Chamber of the Fayth, where you find four **Mega Phoenix** items and a **Megalixir** in chests in the southwest and southeast corners. Approach the six statues on either side. If they fail to light up at your presence, it means you missed one of the hidden Destruction Sphere items in one of the six previous Cloisters of Trials. If you haven't yet returned to Zanarkand Dome to complete the second part of its challenge, do so now! (Refer to the walkthrough for details.)

When all of the statues light up, you're free to enter the chamber and recruit the awesomely powerful Anima aeon.





# Omega Ruins



## Survive the Omega Ruins

Find the Omega Ruins using the airship's search option, as described at the beginning of this section. The Omega Ruins are a secret dungeon where powerful enemies dwell. Your goal here is to defeat and release the soul of the heretic Omega. However, another reason to search this area is that you can gain Sphere Levels very quickly, as well as rare items like high-level Key Spheres.

The monsters here can be extremely dangerous, particularly the Great Malboro that can ambush your party and use Bad Breath to give everyone conditions like Berserk and Confusion, preventing you from even getting a single turn to act as your characters kill each other. Wear armor that protects against these conditions, or have one character use a weapon with the First Strike ability, and always stay in your starting lineup. That character can either switch with Yuna to summon an aeon, or with Tidus to use the Flee command.

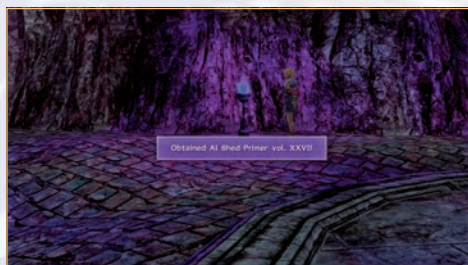


Areas in the Omega Ruins only appear on the map as you explore them, so use the maps provided to guide you. From the entrance, move into the corridors to the left or the right. As you explore, you'll discover groups of chests that are not listed on the map. These chests may contain valuable treasures, or they may contain monster encounters that cause the remaining chests in the group to disappear.

## The First Area and Ultima Weapon

In the west corridor, follow the path to a dormant glyph on the wall. Proceed north from there to a chamber with four phantom treasure chests. The **Al Bhed Primer vol. XXVI** is on the floor just north of the chests. Head northwest from this room into a side corridor with another glyph. Activate this glyph and return to the dormant one. The glyph works now, and it raises a bridge to a treasure chest suspended above the central space. Collect the **Teleport Sphere** from the chest.

At the north end of the ruins is a teleport pad. In the chamber above, the party encounters a monster called Ultima Weapon. This creature is merely a shadow of Omega Weapon, and it's hardly much tougher than the normal foes here. Step on the teleport pad to proceed. During the battle, equip armor that protects against status ailments like Confusion, Petrification, and Silence. Try to inflict Silence and Darkness to hinder his magic and regular attacks. Steal from him to gain 10 Doors to Tomorrow, and if you can spare 1,400,000 gil, bribe him to receive 99 Pendulums.





## The Second Area and Omega Weapon



In the huge cavern that follows, on-screen enemies attack the party on each of the connected platforms. Head left from the entrance for a **Friend Sphere**, then go back to the right to travel down to the end. Restore the party's HP and MP before reaching the final platform. There isn't a Save Sphere here, so retreat if you're not ready for a difficult boss battle. Players of the original version of FINAL FANTASY X should be forewarned that Omega Weapon has 10 times as many HP (999,999 points) in this version.



Omega Weapon is immune to nearly every status ailment, so focus instead on strengthening your own defenses. Use abilities like Shell and Protect to survive his variety of deadly attacks (Kimahri's Mighty Guard is great here), and buffs like Haste, Luck, and Focus to up your damage potential. Make sure you steal from Omega Weapon to obtain 30 Gambler's Spirits (you can do this twice). Have Kimahri use Lancet to learn the most powerful Ronso Rage, Nova. Omega Weapon absorbs all elements (including Holy), so avoid using elemental weapons and spells. Good non-elemental damage sources include the Flare spell and the aeons Bahamut, Anima, and Yojimbo.

After the battle, your party is transported to the entrance. If you want the treasure chest behind Omega Weapon (holding a **Magic Sphere**), you must walk all the way back to it, and then all the way back to the Save Sphere.

# CELESTIAL WEAPONS

## The Cloudy/Celestial Mirror

Each character has a specific legendary weapon that can be acquired by using the Celestial Mirror. When the weapon is first found, it is equipped with three empty slots and the No AP ability. To remove this negative ability and empower the weapon to its full potential, you must find two specific event items for each character: one crest, and one sigil. Upon doing so, return to Macalania Woods and follow the rainbow bridge to the large spherical crystal high amid the treetops. Use the Celestial Mirror once for each item. See the Calm Lands section of the walkthrough for details on how to get the Cloudy Mirror and turn it into the Celestial Mirror.

Once fully empowered, the Celestial Weapons offer four incredibly valuable abilities. All weapons have Break Damage Limit, which raises the maximum amount of damage that character can deal from 9999 points to 99,999 points—an absolutely essential ability for any who hope to battle the dark aeons. Many weapons also offer Double AP, making their wielder level up twice as quickly. Finally, all the Celestial Weapons have a secret property not linked to any ability—the closer their wielder is to their max HP, the more damage they deal.

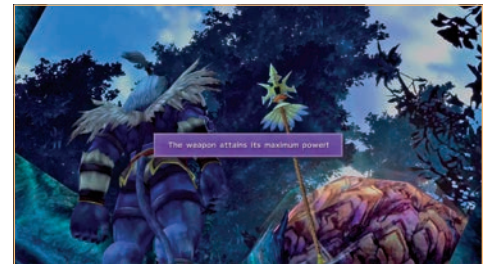


## Tidus's Caladbolg

To acquire Tidus's legendary weapon, Caladbolg, you must race and defeat the chocobo trainer in the Calm Lands as the fourth test for your Chocobo License. Immediately after beating her in a race, walk to the upper northwest section of the Calm Lands. There, the guard blocking a narrow pathway into the gorge steps aside, allowing you to pass. Tidus is then able to use the Celestial Mirror to acquire Caladbolg.

**Sun Crest:** Caladbolg's crest can be found after defeating Yunalesca at Zanarkand Dome. Descend the stairs behind her, and find the crest in a chest atop the same staircase.

**Sun Sigil:** To earn Caladbolg's sigil, you must defeat the chocobo trainer at the race with a total time of less than 0:00.



## Yuna's Nirvana

You must capture all nine types of fiends in the Calm Lands region to gain Yuna's legendary weapon, Nirvana. After collecting them all, return to the Monster Arena owner. He produces a treasure chest containing the weapon.

**Moon Crest:** This crest can be found in a chest at a Besaid Isle cove near where Tidus first washed ashore.

**Moon Sigil:** Belgemine leaves behind the Moon Sigil when you defeat every aeon (including the secret aeons, which you must first recruit) and send her to the Farplane.







## Wakka's World Champion

You must win at least five blitzball games to obtain Wakka's legendary weapon, World Champion. If you have, take the Celestial Mirror and talk to the bartender in the Luca Café.

**Jupiter Crest:** World Champion's first power-up item is found in a locker in the Aurochs' locker room in Luca.

**Jupiter Sigil:** This sigil is offered as a blitzball league prize, but only after Wakka has won the Attack Reels, Status Reels, and Auroch Reels prizes.



## Lulu's Onion Knight

To acquire Lulu's legendary weapon, the Onion Knight, take the airship to Baaj Temple and dive underwater. Swim toward the doors to the north and defeat Geosgaeno, if you haven't already. Search the southern part of the pool, where the camera angle changes, to open a hidden chest containing the weapon.

**Venus Crest:** After your quest takes you to the Thunder Plains, return to Guadosalam and look for a chest in the Farplane.

**Venus Sigil:** In the Thunder Plains, dodge 200 lightning bolts in a row without being hit or leaving the area. Collect the prize from the chest outside the Travel Agency.



## Kimahri's Spirit Lance

You must activate three of the Qactuar stones on the Thunder Plains to get Kimahri's legendary weapon, the Spirit Lance. Stand at a glowing stone and press  $\text{O}$  to see the spirit of a Qactuar released. After activating three stones, find the Qactuar ghost flying just above the ground at Thunder Plains—South, and follow it to a small, ruined lightning tower on the right side. Press  $\text{O}$  to send a bolt of lightning to the tower, revealing a treasure chest holding the item.

**Saturn Crest:** After defeating Seymour on Mt. Gagazet, continue past him and look for a hard-to-see treasure chest between the columns.

**Saturn Sigil:** Go to Macalania Woods after acquiring the airship, where you can play the third version of the butterfly-catching game. Complete it in both map areas, and the sigil is the reward for the second victory.



## Auron's Masamune

To acquire Auron's legendary weapon, the Masamune, you must first acquire the Rusty Sword, found on the eastern cliff by the Cavern of the Stolen Faith in the Calm Lands. Take the Rusty Sword to the statue of Lord Mi'ihen on Mushroom Rock Road. (Access to this area was previously blocked by Clasko.) Place the Rusty Sword before the statue to reveal a glyph. Touch the glyph to reveal the Masamune's secret location.

**Mars Crest:** The Masamune's crest is in a chest in the Oldroad South area of the Mi'ihen Highroad.

**Mars Sigil:** Complete at least 10 Area Conquest and/or Species Conquest missions for the Monster Arena.



## Rikku's Godhand

Rikku's legendary weapon, Godhand, can be obtained by inputting the airship password GODHAND to open a secret location at Mushroom Rock. Move north to the end of this ravine, and use the Celestial Mirror on the symbol embedded in the rock face.

**Mercury Crest:** Godhand's crest can be found in a chest in one of the sandy whirlpools in the Sanubia Sands.

**Mercury Sigil:** Complete the Village of the Cactuars mini-game to clear the sandstorm and reach the Mercury Sigil chest in the sandstorm area of Sanubia Sands.





# OTHER COLLECTIBLES

## Al Bhed Primers

There are 26 Al Bhed language primers scattered throughout Spira. Each volume allows you to decipher one letter of the Al Bhed language. Once you've collected them all, visit Rin in the Airship and he rewards your cultural sensitivity with 99 **Underdog's Secret** items. See the following chart for the general location of each volume and refer to that section of the walkthrough for a more specific location.

VOLUME	LOCATION
Al Bhed Primer vol. I	Al Bhed Salvage Ship
Al Bhed Primer vol. II	Besaid Village—Crusaders Lodge
Al Bhed Primer vol. III	S.S. Liki—Engine Room
Al Bhed Primer vol. IV	Kilika—Tavern
Al Bhed Primer vol. V	S.S. Winno—Bridge
Al Bhed Primer vol. VI	Luca Stadium—Basement B
Al Bhed Primer vol. VII	Luca Theater—Reception
Al Bhed Primer vol. VIII	Mi'ihen Highroad (Automatically acquired from Rin.)
Al Bhed Primer vol. IX	Mi'ihen Highroad—Newroad, North
Al Bhed Primer vol. X	Mushroom Rock Road—Precipice
Al Bhed Primer vol. XI	Djose Highroad
Al Bhed Primer vol. XII	Moonflow—North Wharf
Al Bhed Primer vol. XIII	Guadosalam—House
Al Bhed Primer vol. XIV	Thunder Plains—Agency*
Al Bhed Primer vol. XV	Macalania Woods—Lake Road
Al Bhed Primer vol. XVI	Lake Macalania—Agency Front
Al Bhed Primer vol. XVII	Sanubia Desert—Central
Al Bhed Primer vol. XVIII	Sanubia Desert—Central
Al Bhed Primer vol. XIX	Al Bhed Home
Al Bhed Primer vol. XX	Al Bhed Home—Living Quarters
Al Bhed Primer vol. XXI	Al Bhed Home—Main Corridor
Al Bhed Primer vol. XXII	Bevelle Temple—Priests' Passage (This can only be acquired immediately after the wedding scene.)
Al Bhed Primer vol. XXIII	The Calm Lands—Central (northwest section)
Al Bhed Primer vol. XXIV	Remiem Temple (On the left side, near the chocobo.)
Al Bhed Primer vol. XXV	The Calm Lands—Cavern of the Stolen Fayth
Al Bhed Primer vol. XXVI	Omega Ruins

**\*ACQUIRED FROM RIN IF YOU TELL HIM YOUR STUDY OF AL BHED IS GOING OKAY. OTHERWISE, IT APPEARS LATER IN THE SANUBIA DESERT—EAST.**



## Jecht's Spheres

Braska, Auron, and Jecht left 10 memory spheres throughout Spira as mementos of their journey. Reminiscing about those days unlocks new Overdrive moves for Auron; he learns additional Overdrive attacks after you collect one, three, and then all 10 spheres. Viewing all 10 also unlocks the Messenger from the Past trophy. You automatically collect the first sphere after the party defeats the Spherimorph at Macalania Woods; it's only after this event that spheres begin appearing in previously visited areas like Besaid Village. The locations of the other nine spheres are listed here.

### Braska's Sphere:

Mt. Gagazet Mountain Trail



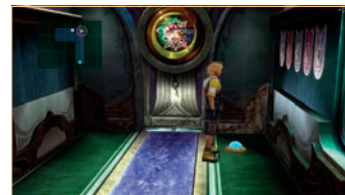
### Jecht's Sphere 2:

Outside Besaid Village Temple (you must defeat Dark Valefor to return to Besaid Village after gaining the airship)



### Jecht's Sphere 4:

Luca Stadium—Basement A



### Auron's Sphere:

Mushroom Rock Road (at Precipice, near elevator to Operation Mi'ihen staging area)



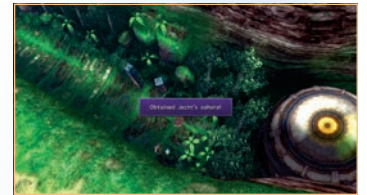
### Jecht's Sphere 3:

S.S. Liki—Bridge (board the ship at Besaid Docks)



### Jecht's Sphere 5:

Mi'ihen Highroad (the southern part of the Oldroad)





## Jecht's Sphere 6:

Moonflow—South Wharf



## Jecht's Sphere 7:

Thunder Plains—South



## Jecht's Sphere 8:

Macalania Woods—South (on path that connects to Calm Lands)



# THE MONSTER ARENA

The Monster Arena is in the eastern part of the Calm Lands. The owner sells weapons with the Capture ability, and asks you to capture fiends from all over Spira.

You'll get prizes when you return to the owner with the required creatures. Some of them are extremely rare. In addition, you can also fight unique creations that the owner creates from captured fiends.



## Capturing Fiends for Prizes

The arena master offers prizes each time you complete one of the following tasks:

**Area Conquest:** Capture at least one of every fiend in an area. See the following chart for the full list of fiends in each area.

**Species Conquest:** Capture a set number (usually three or five) of every fiend of a specific species, such as wolves, lizards, flans, etc.

The prizes are usually excellent. They include such things as Yuna's Celestial Weapon and Auron's Mars Sigil, as well as large quantities of rare supplies like Supreme Gems, Mega Phoenixes, and Dark Matter, which are used to customize items.



## Battling the Arena Master's Creations

When you complete one of the tasks, the arena master uses what he's learned to create a new, boss-level monster that you may fight once for free, and for a price any time after. These monsters can be very tough fights, but slaying, bribing, or stealing from them is the most reliable way to acquire a number of rare and valuable items and spheres. The arena master also occasionally makes "original creations" that are based off of the number of Area or Species Conquests you've completed. Capturing 10 of every fiend in every area unlocks Nemesis, the arena master's most powerful creation.

You can also battle any fiend you've captured, so when you're aiming for a specific item drop, head to the Monster Arena—it's a lot easier than wandering around, hoping to randomly encounter the fiend you wish to fight. The accompanying chart shows all of the items and spheres you can win, steal, or bribe out of each fiend.





AREA	MONSTER NAME	GIL COST	COMMON	RARE	WIN	AMOUNT	ITEM
Besaid	Dingo	24	Potion	Sleeping Powder	Power Sphere (x2)	2500	Sleeping Powder (x4)
	Condor	18	Phoenix Down	Smoke Bomb	Speed Sphere (x2)	1900	Smoke Bomb (x3)
	Water Flan	27	Fish Scale	Dragon Scale	Magic Sphere (x2)	6300	Water Gem (x2)
Mi'ihen	Mi'ihen Fang	49	Potion	Sleeping Powder	Power Sphere (x2)	3200	Sleeping Powder (x5)
	Ipiria	69	Soft	Petrify Grenade	Speed Sphere (x2)	3600	Petrify Grenade (x3)
	Floating Eye	66	Echo Screen	Musk	Speed Sphere (x2)	2800	Musk
	White Element	72	Antarctic Wind	Antarctic Wind (x2)	Magic Sphere (x2)	7800	Arctic Wind (x7)
	Raldo	63	Potion	Hypello Potion	Power Sphere (x2)	4800	Hypello Potion (x10)
	Vouivre	90	Potion	Silver Hourglass	Power Sphere (x2)	5100	Silver Hourglass (x10)
	Bomb	105	Bomb Fragment (x2)	???	Power Sphere (x2)	17,000	Bomb Core (x16)
	Dual Horn	157	Potion	Hi-Potion	Ability Sphere (x2)	37,500	High Potion (x60)
	Garm	132	Hi-Potion	Sleeping Powder	Power Sphere (x2)	4800	Sleeping Powder (x7)
Djose	Simurgh	109	Smoke Bomb	Smoke Bomb (x2)	Speed Sphere (x2)	4000	Somke Bomb (x5)
	Bite Bug	93	Antidote	Poison Fang	Speed Sphere (x2)	4000	Poison Fang (x2)
	Snow Flan	139	Antarctic Wind (x2)	Antarctic Wind (x2)	Magic Sphere (x2)	12,000	Arctic Wind (x10)
	Bunyip	145	Hi-Potion	Hypello Potion	Power Sphere (x2)	8000	Hypello Potion (x16)
	Basilisk	187	Petrify Grenade	Petrify Grenade	Ability Sphere (x2)	40,500	Petrify Grenade (x24)
	Ochu	780	Remedy	Remedy (x2)	Power Sphere (x2)	144,000	Remedy (x70)
	Snow Wolf	288	Sleeping Powder (x2)	Sleeping Powder (x2)	Power Sphere (x2)	8000	Sleeping Powder (x11)
Macalania Woods	Iguion	207	Soft	Petrify Grenade	Speed Sphere (x2)	7400	Petrify Grenade (x5)
	Wasp	213	Hi-Potion	Poison Fang	Speed Sphere (x2)	7200	Poison Fang (x3)
	Evil Eye	307	Hi-Potion	Musk	Speed Sphere (x2)	6200	Musk (x3)
	Ice Flan	282	Arctic Wind	Arctic Wind (x2)	Magic Sphere (x2)	27,000	Ice Gem (x9)
	Blue Element	270	Fish Scale (x2)	Fish Scale (x3)	Magic Sphere (x2)	30,000	Water Gem (x5)
	Murussu	247	Hi-Potion	Hypello Potion	Power Sphere (x2)	11,600	Hypello Potion (x24)
	Mafdet	258	Hi-Potion	Hypello Potion	Power Sphere (x2)	14,200	Hypello Potion (x28)
	Xiphos	330	Hi-Potion	Mega-Potion	Ability Sphere (x2)	54,000	Megalixir
	Chimera	1455	Shining Gem	Lightning Marble	Ability Sphere (x2)	105,000	Magic Tablet (x10)
The Calm Lands	Skoll	630	Dream Powder	Dream Powder (x2)	Power Sphere (x2)	20,000	Dream Powder (x12)
	Nebiros	480	Poison Fang	Poison Fang (x2)	Magic Sphere (x2)	14,000	Poison Fang (x6)
	Flame Flan	672	Fire Gem	Fire Gem (x2)	Magic Sphere (x2)	30,000	Fire Gem (x10)
	Shred	552	Hypello Potion	Hypello Potion (x2)	Speed Sphere (x2)	39,000	Hypello Potion (x50)
	Anacondaaur	1125	Petrify Grenade	Petrify Grenade (x2)	Power Sphere (x2)	116,000	Healing Water (x16)
	Ogre	1470	Stamina Tablet	Stamina Tablet (x2)	Power Sphere (x2)	188,000	Stamina Tablet (x50)
	Coearl	1650	Magic Tablet	Magic Tablet	Magic Sphere (x2)	120,000	Friend Sphere (x2)
	Chimera Brain	1500	Water Gem	Lightning Gem	Ability Sphere (x2)	196,000	Lv. 4 Sphere (x2)
	Malboro	1650	Remedy	Remedy	Magic Sphere (x2)	540,000	Wings to Discovery (x4)
	Bandersnatch	1320	Dream Powder (x2)	Dream Powder (x3)	Power Sphere (x2)	36,000	Dream Powder (x20)
Mt. Gagazet	Ahriman	975	Dream Powder (x2)	Musk (x3)	Speed Sphere (x2)	56,000	Farplane Wind (x6)
	Dark Flan	1620	Star Curtain	Fire Gem (x3)	Magic Sphere (x2)	256,000	Wht Magic Sphere (x2)
	Grenade	810	Star Curtain (x2)	Fire Gem (x3)	Power Sphere (x2)	150,000	Shining Gem (x12)
	Grat	780	Antidote (x4)	Remedy (x3)	Magic Sphere (x2)	80,000	Remedy (x40)
	Grendel	1095	Hi-Potion	Mega Potion	Ability Sphere (x2)	190,000	Mega Potion (x60)
	Bashura	1095	Soul Spring	Soul Spring (x2)	Power Sphere (x2)	340,000	Stamina Tablet (x80)
	Mandragora	1800	Remedy (x2)	Remedy (x3)	Magic Sphere (x2)	620,000	Return Sphere (x24)
	Behemoth	2025	Ether	Magic Tablet	Power Sphere (x2)	460,000	Lv. 2 Key Sphere (x30)
	Splasher	300	Frag Grenade	Frag Grenade	Power Sphere (x2)	12,000	Dragon Scale (x12)
	Achelous	630	Water Gem (x2)	Healing Spring	Power Sphere (x2)	120,000	Healing Spring (x16)
	Maelspike	495	Water Gem (x2)	Water Gem (x3)	Magic Sphere (x2)	200,000	Stat Sphere
	Zaurus	1425	Petrify Grenade (x2)	Petrify Grenade (x3)	Speed Sphere (x2)	164,000	Rename Card (x10)
Omega Ruins	Floating Death	1897	Musk (x4)	Musk (x5)	Magic Sphere (x2)	160,800	Gambler's Spirit (x10)
	Black Element	1560	Hi-Potion	Shining Gem (x4)	Magic Sphere (x2)	182,400	Blk Magic Sphere (x2)
	Halma	1545	Hypello Potion (x3)	Shadow Gem (x2)	Power Sphere (x2)	260,000	Supreme Gem (x20)
	Puroboros	1455	Fire Gem (x3)	Fire Gem (x4)	Magic Sphere (x2)	400,000	Shining Gem (x36)
	Spirit	1950	Stamina Tablet	Stamina Tablet (x2)	Magic Sphere (x2)	240,000	Twin Stars (x10)
	Machea	2175	Hi-Potion (x2)	Stamina Tonic	Magic Sphere (x2)		
	Master Coearl	3045	Farplane Shadow (x2)	Farplane Shadow (x4)	Lv. 1 Key Sphere (x2)	260,000	Warp Sphere
	Master Tonberry	3600	Magic Spring	Tetra Elemental	Power Sphere (x2)	960,000	Pendulum (x3)
	Varuna	2670	Farplane Wind	Shining Gem	Magic Sphere (x2)	1,120,000	Megalixir (x20)

Game Basics

Items and Equipment Characters & Areas

Walkthrough

1

2

3

4

5

6

7

Side Quests & Secrets

Blitzball

Bestiary



AREA	MONSTER NAME	GIL COST	COMMON	RARE	WIN	AMOUNT	ITEM
Kilika	Dinonix	40	Soft	Petrify Grenade	Speed Sphere (x2)	2800	Petrify Grenade (x24)
	Killer Bee	34	Antidote	Poison Fang	Speed Sphere (x2)	2200	Poison Fang
	Yellow Element	49	Electro Marble	Lightning Marble	Magic Sphere (x2)	6000	Lightning Marble (x8)
	Ragora	72	Antidote	Remedy	Magic Sphere (x2)	15,600	Remedy (x8)
Musroom Rock Road	Raptor	72	Soft	Petrify Grenade	Speed Sphere (x2)	5500	Petrify Grenade (x3)
	Gandarva	93	Electro Marble	Electro Marble (x2)	Magic Sphere (x2)	2960	Lightning Marble (x3)
	Thunder Flan	75	Electro Marble	Electro Marble (x2)	Magic Sphere (x2)	9000	Lightning Marble (x8)
	Red Element	82	Bomb Fragment (x2)	Bomb Fragment (x2)	Magic Sphere (x2)	9000	Bomb Core (x8)
	Lamashtu	108	Potion	Silver Hourglass	Power Sphere (x2)	5500	Silver Hourglass (x10)
	Funguar	63	Silence Grenade	Ether	Magic Sphere (x2)	10,800	Turbo Ether (x2)
Thunder Plains	Garuda	210	Smoke Bomb	Smoke Bomb (x2)	Power Sphere (x2)	80,000	Smoke Bomb (x99)
	Melusine	162	Gold Hourglass	Petrify Grenade	Speed Sphere (x2)	5300	Petrify Grenade (x4)
	Aerouge	216	Electro Marble	Lightning Marble	Magic Sphere (x2)	4000	Lightning Marble (x4)
	Buer	198	Hi-Potion	Musk	Speed Sphere (x2)	4600	Musk (x2)
	Gold Element	160	Electro Marble	Electro Marble (x2)	Magic Sphere (x2)	24,000	Lightning Marble (x20)
	Kusariqu	168	Hi-Potion	Silver Hourglass	Power Sphere (x2)	8900	Silver Hourglass (x20)
	Larva	495	Lunar Curtain	Lunar Curtain (x2)	Ability Sphere (x2)	29,960	Shining Thorn (x10)
	Iron Giant	900	Light Curtain	Light Curtain	Power Sphere (x2)	72,000	Stamina Tonic
	Qactuar	4000	Chocobo Feather	Chocobo Feather	Speed Sphere (x2)	Cannot Bribe	N/A
	Bikanel	Sand Wolf	337	Sleeping Powder	Sleeping Powder (x2)	Power Sphere (x2) AI Bhed Potion (x2)	9000
Alcyone		360	Smoke Bomb	Smoke Bomb (x2)	Speed Sphere (x2) AI Bhed Potion (x2)	8600	Mega Phoenix (x2)
Mushussu		405	Hi-Potion	Silver Hourglass	Power Sphere (x2) AI Bhed Potion (x2)	13,600	Gold Hourglass (x5)
Zu		1800	Smoke Bomb (x3)	Smoke Bomb (x4)	Power Sphere (x2) AI Bhed Potion (x3)	360,000	Skill Sphere (x2)
Sand Worm		1500	Shadow Gem (x2)	Stamina Spring (x2)	Ability Sphere (x2)	900,000	Winning Formula (x15)
Cactuar		4000	Chocobo Feather	Chocobo Wing	Speed Sphere (x2)	Cannot Bribe	N/A
Cave of the Stolen Fayth	Yowie	720	Petrify Grenade	Soft	Power Sphere (x2)	18,000	Petrify Grenade (x12)
	Imp	915	Lightning Gem	Lightning Gem (x2)	Magic Sphere (x2)	17,600	Lv. 1 Key Sphere (x4)
	Dark Element	780	Shining Thorn	Shining Thorn (x2)	Magic Sphere (x2)	36,000	Return Sphere (x3)
	Nidhogg	903	Hi-Potion	Gold Hourglass	Power Sphere (x2)	40,000	Gold Hourglass (x12)
	Thorn	795	Silence Grenade	Ether	Magic Sphere (x2)	81,600	Turbo Ether (x16)
	Valaha	1080	Hi-Potion (x2)	Hi-Potion (x2)	Ability Sphere (x2)	174,000	X-Potion (x60)
	Epajj	1425	Hi-Potion	Hi-Potion (x2)	Ability Sphere (x2)	174,000	Farplane Wind (x25)
	Ghost	1215	Farplane Shadow	Farplane Shadow	Magic Sphere (x2)	199,980	Mega Phoenix (x38)
Inside Sin	Tonberry	3000	Hi-Potion	Farplane Shadow	Power Sphere (x2)	270,000	Amulet (x2)
	Exoray	1260	Ether	Ether	Magic Sphere (x2)	148,000	Turbo Ether (x30)
	Wraith	1605	Farplane Shadow	Farplane Shadow	Magic Sphere (x2)	444,440	Farplane Wind (x60)
	Gemini	1666	Light Curtain	Light Curtain (x2)	Power Sphere (x2)	720,000	Stamina Tonic (x10)
	Gemini	1666	Light Curtain	Light Curtain (x2)	Power Sphere (x2)	720,000	Magic Tonic (x10)
	Demonolith	2205	Petrify Grenade (x2)	Petrify Grenade (x2)	Magic Sphere (x2)	900,000	Lv. 3 Key Sphere (x40)
	Great Malboro	2250	Remedy (x2)	Magic Tonic	Magic Sphere (x2)	1,280,000	Wings to Discovery (x8)
	Barbatos	2325	Star Curtain	Blessed Gem	Power Sphere (x2)	1,900,000	Teleport Sphere (x20)
Area Creations	Adamantioise	3300	Healing Water	Magic Tablet	Power Sphere (x2)	1,088,000	Special Sphere (x6)
	Behemoth King	2775	Healing Spring	Twin Stars (x2)	Power Sphere (x2)	1350000	Three Stars (x14)
	Stratavis	6000	Smoke Bomb (x3)	Stamina Tablet	Amulet (x4)	Cannot Bribe	N/A
	Malboro Menace	6000	Magic Spring	Magic Spring (x2)	Magic Tonic (x4)	Cannot Bribe	N/A
	Kottos	6000	Stamina Tablet (x4)	Soul Spring (x2)	Dark Matter (x4)	Cannot Bribe	N/A
	Coelregina	6000	Farplane Wind (x2)	Blessed Gem (x3)	Dark Matter (x2)	Cannot Bribe	N/A
	Jormungand	6000	Three Stars	Three Stars	Supreme Gem (x4)	Cannot Bribe	N/A
Cactuar King	6000	Chocobo Wing (x2)	Designer Wallet	Blessed Gem (x6)	Cannot Bribe	N/A	
Espada	6000	Farplane Shadow (x4)	Farplane Wind	Rename Card (x2)	Cannot Bribe	N/A	



AREA	MONSTER NAME	GIL COST	COMMON	RARE	WIN	AMOUNT	ITEM
Area Creations	Abyss Worm	6000	Lightning Gem (x4)	Stamina Tablet	Stamina Tonic (x2)	Cannot Bribe	N/A
	Chimerageist	6000	Magic Spring (x2)	Stamina Spring (x2)	Return Sphere (x2)	Cannot Bribe	N/A
	Don Tonberry	8000	Candle of Life (x2)	Designer Wallet	Farplane Wind (x6)	Cannot Bribe	N/A
	Catoblepas	6000	Healing Spring (x3)	Stamina Tonic (x2)	Three Stars (x2)	Cannot Bribe	N/A
	Abadon	6000	Purifying Salt (x3)	Shining Gem	Magic Spring (x2)	Cannot Bribe	N/A
	Vorban	6000	Healing Spring (x2)	Stamina Tablet	Friend Sphere (x2)	Cannot Bribe	N/A
Species Creations	Fenrir	8000	Chocobo Feather (x2)	Chocobo Wing (x2)	Agility Sphere (x2)	Cannot Bribe	N/A
	Ornitholestes	8000	Rename Card	Chocobo Wing	Gambler's Spirit (x2)	Cannot Bribe	N/A
	Pteryx	8000	Smoke Bomb (x4)	Candle of Life	Dark Matter	Cannot Bribe	N/A
	Hornet	8000	Poison Fang (x4)	Purifying Salt (x2)	Accuracy Sphere	Cannot Bribe	N/A
	Vidatu	8000	Lightning Gem (x4)	Magic Tonic	MP Sphere (x2)	Cannot Bribe	N/A
	One-Eye	8000	Lunar Curtain (x3)	Blessed Gem	Magic Defense Sphere (x2)	Cannot Bribe	N/A
	Jumbo Flan	8000	Lunar Curtain (x3)	Magic Tablet	Magic Sphere	Cannot Bribe	N/A
	Nega Elemental	8000	Star Curtain (x4)	Twin Stars	Twin Stars (x2)	Cannot Bribe	N/A
	Tanket	8000	Light Curtain (x4)	Lunar Curtain (x4)	Defense Sphere (x2)	Cannot Bribe	N/A
	Fafnir	8000	Light Curtain (x4)	Stamina Tablet (x2)	Light Curtain (x40)	Cannot Bribe	N/A
	Sleep Sprout	8000	Poison Fang (x4)	Farplane Wind	Teleport Sphere (x2)	Cannot Bribe	N/A
	Bomb King	8000	Shining Gem	Farplane Wind	Door to Tomorrow (x2)	Cannot Bribe	N/A
	Juggernaut	8000	Lunar Curtain (x4)	Shining Gem	Strength Sphere (x2)	Cannot Bribe	N/A
	Ironclad	8000	Light Curtain (x4)	Stamina Tablet	HP Sphere (x2)	Cannot Bribe	N/A
Original Creations	Earth Eater	15,000	Gambler's Spirit	Lv. 1 Key Sphere	Fortune Sphere (x2)	Cannot Bribe	N/A
	Greater Sphere	15,000	Gambler's Spirit	Return Sphere	Luck Sphere (x2)	Cannot Bribe	N/A
	Catastrophe	15,000	Gambler's Spirit	Lv. 2 Key Sphere	Designer Wallet (x2)	Cannot Bribe	N/A
	Th'uban	15,000	Gambler's Spirit	Teleport Sphere	Underdog's Secret (x2)	Cannot Bribe	N/A
	Neslug	15,000	Gambler's Spirit	Friend Sphere	Pendulum (x2)	Cannot Bribe	N/A
	Ultima Buster	15,000	Gambler's Spirit	Lv. 3 Key Sphere	Dark Matter (x2)	Cannot Bribe	N/A
	Shinryu	15,000	Gambler's Spirit	Three Stars	Wings to Discovery (x2)	Cannot Bribe	N/A
	Nemesis	25,000	Lv. 4 Key Sphere	Warp Sphere	Warp Sphere (x2)	Cannot Bribe	N/A

Game Basics

Items and Equipment Characters & Areas

Walkthrough

1

2

3

4

5

6

7

Side Quests & Secrets

Blitzball

Bestiary



# PENANCE AND THE DARK AEONS

After you acquire the Airship, Yevonite zealots begin an aggressive campaign to assassinate the party by unleashing the super-powered versions of aeons known as dark aeons. When you see a new character in an old region of the map, tread carefully—it could be a summoner. Their aeons are absolutely deadly to unprepared parties.

The dark aeons and the superboss Penance offer the game's greatest challenge; they are among the most challenging foes in RPG history. If you hope to have a realistic shot against them, you must do a lot of prep—we're talking 50-100 hours here. If you're up for it, read on!

## Preparing to Face the Dark Aeons

### Step One: Pick Your Team

You can minimize the amount of work necessary by picking the team of three or four characters you intend to use now, and focus on training them for the task. By the time you're battling the tougher dark aeons, your chosen characters should have completely filled out the Sphere Grid and there will be no significant difference between them in terms of stats and abilities. Therefore, the most significant point of differentiation between them is their Overdrive abilities.

**Utility Characters:** Rikku is far and away the best character for battling the superbosses. Her Mix ability can heal the entire party or apply a half dozen buffs in a single action. Kimahri has a little bit of utility with Ronso Rage abilities like Mighty Guard and Nova.

**Heavy Hitters:** Everyone will be capable of hitting the post-Celestial Weapon damage max of 99,999 HP, but Wakka and Tidus distinguish themselves with Overdrive attacks that allow them to make multiple attacks in one turn. If you can score 12 Hits on Wakka's Attack Reels regularly, use him; Tidus's Overdrives are easier to pull off but score fewer hits.

**Summoner:** Obviously, Yuna has this slot locked up. Summoned aeons are primarily used to protect the party from dark aeon Overdrives.

Auron and Lulu don't have any particularly useful attributes, but can still be used if you like. The most important factor when choosing a team is your ability to acquire that character's Celestial Weapon—you won't get far without it.

### Step Two: Grind in the Omega Ruins

Put your chosen characters at the front of your lineup, equip them with their Celestial Weapons, and fight your way through the Omega Ruins. Your goal is to rack up enough AP to claim nearly all the stat-boosting slots on the Sphere Grid, as well as key abilities like Quick Hit, Quick Pockets, Full Life, and Auto-Life. As you grow stronger, the amount of AP you acquire will only increase as you're able to Overkill the foes you face.

You may want to alternate between steps two and three, both for variety and because Omega Ruins foes don't drop many Strength and Ability Spheres.



When you encounter a Mimic chest, always have Rikku Steal from it and kill the resultant Mimic with Rikku on the field; they drop a ton of gil that Rikku will double with the Godhand's Gillionaire ability.

### Step Three: Fill Out the Monster Arena

To get the materials needed for steps four and five, you must capture large amounts of monsters for the Monster Arena. Your goal is completing all the Species Conquests, so don't stop at capturing one of each enemy type; try to get five of everything, and 10 each of the Iron Giant in the Thunder Plains and the Gemini (A) and Gemini (B) from Inside Sin and the Omega Ruins.



### Step Four: Craft Your Battle Armor

The Celestial Weapons have your offense covered, but you're going to have to make your armor yourself. Start by visiting Wantz at the Thunder Plains entrance to Macalania Woods. He'll sell you armor with four empty slots for any character. Customize those slots with the following abilities:

**Break HP Limit:** This is the hardest ability to obtain, but it's essential that your characters be able to transcend the 9999 HP cap. Adding this ability requires 30 Wings to Discovery. You can earn 30 Wings to Discovery by opening exactly three chests on the chocobo race (this only works once). You can earn more by bribing Malboro enemies in the arena (from the Calm Lands section). 540,000 gil will usually net you 2-5 items. If you're short on cash, you can bribe smaller amounts and reset if the Bribe command fails.

**Auto-Phoenix:** Only two characters need this; if they're both on the battlefield and you have an inventory full of Phoenix Down, your foes must simultaneously kill all three of your characters to defeat you. Customizing it requires 20 Mega Phoenixes. You can earn 99 from collecting all the birds for the Monster Arena, or bribe them in large quantities from Ghost foes in the Cavern of the Stolen Fayth.

**Auto-Haste:** Haste is always fantastic, and Auto-Haste ensures your characters are able to act more quickly after being revived from a KO. You need 80 Chocobo Wings to customize this. You can earn 99 by capturing one of each foe in the Thunder Plains, or bribe them from Machea foes in the Omega Ruins.

**Stoneproof or Ribbon:** The Ribbon ability protects you from all ailments except some instant-KO effects. Unfortunately, racking up 99 pieces of Dark Matter is extremely difficult, so Stoneproof (which requires 20 Petrify Grenades) is a much more affordable choice, and it protects you from the most commonly used and most dangerous ailment.

Some aeons may drop rare armor with Break HP Limit and Ribbon pre-installed. If they do, use those and add Auto-Haste and Auto-Phoenix to the empty slots. Other good abilities include Auto-Protect and Auto-Shell.



### Step Five: Upgrade the Sphere Grid

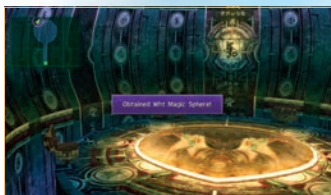
A character who completes the Sphere Grid will end up with around 20,000 HP, 200 Strength, and around 70-150 of the other stats. Not bad, but you can do better—and if you hope to beat Penance, you'll have to. The game's stats max out at 99,999 for HP and 255 for most of the others, and you want to get as close to those numbers as possible.

To do so, you need to battle the Species Creations at the Monster Arena for items like HP Spheres, Strength Spheres, Defense Spheres, and Agility Spheres. Use these spheres on empty nodes in the Sphere Grid, or buy Clear Spheres from the arena master and use them to delete nodes that offer only +1 bonuses or boost irrelevant stats like MP. Clear Spheres only become available when you've brought the arena master five of every monster.



## Chamber of the Fayth Treasure Caches

Now that there's no one to stop Tidus from entering the Chambers of the Fayth in Spira's temples, he can barge in and loot some hidden treasures, which always include at least one rare stat-boosting sphere that you can use to upgrade your



Sphere Grid. Besaid Temple, Kilika Temple, Djose Temple, Macalania Temple, Remiem Temple, and the Cavern of the Stolen Fayth all have new treasures to find.

## Battling the Dark Aeons

The dark aeons have a lot in common, so you can use the same basic strategy against almost all of them. The dark aeons are immune to every ailment, including breaks. They are typically not vulnerable to any elements, so offensive spells are far weaker than physical attacks (Kimahri's Nova is an exception, almost always dealing 99,999 damage). The dark aeons' own spells have no elemental types, no matter how elemental they look—even Ixion's Thundaja is not a Lightning-type spell and effects like NulShock and Lightning Eater armor will be completely ineffective.

You will primarily be attacking with the Quick Hit skill (since the dark aeons are immune to the special properties of all other special attacks) and Overdrive attacks. Your aeons won't last long in battle, but they are invaluable for taking the hit from dark aeon Overdrive attacks. Watch the dark aeons' Overdrive bars and summon an aeon when they're nearly full.



### Masterful Mixes

Rikku's mixes can help you out of any situation. Among the best is Final Elixir, a simple brew of a Hi-Potion and any sphere, which restores all HP and cures all ailments. Final Phoenix (a tuft of Phoenix Down plus any sphere) restores all fallen characters at full HP. (There are lots of ways to mix these effects, but those are the simplest.)

When the party's in good shape, you can keep them that way with a Hyper Mighty G that casts Haste, Protect, Shell, Regen, and Auto-Life on the entire party. (Mix it by picking one ingredient from each column off the chart.) If you're having trouble getting damage in and need a short-term stat boost, Ultra NulAll casts NulAll and multiple instances of Cheer, Focus, Aim, and Reflex. To use it, mix Healing Water or a Tetra Elemental with a Chocobo Wing or Chocobo Feather.

### HYPER MIGHTY G

COLUMN A	COLUMN B
Chocobo Wing	Amulet
Healing Spring	Door to Tomorrow
Light Curtain	Gambler's Spirit
Lunar Curtain	Pendulum
Star Curtain	Underdog's Secret
	Wings to Discovery
	Winning Formula

## Dark Valefor

Dark Valefor strikes when you attempt to enter Besaid Village. With only 800,000 HP, it's the weakest of the dark aeons, but it still packs a punch. Don't let your ability to survive its Energy Ray Overdrive (which deals 9999 damage to the party) make you overconfident; its next Overdrive could be Energy Blast, which can shatter the damage limit to wipe out your party. Use Auto-Life spells or have an aeon take the hit.



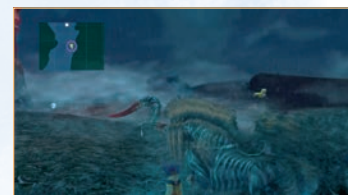
## Dark Ifrit

In Sanubia Sands, you encounter a woman near the entrance to Home who claims to be looking for a lost child. Go along with her little ruse to battle Dark Ifrit. Dark Ifrit counters each of your attacks with a powerful physical attack, and there's not much you can do to avoid it. Since Ifrit is slow and doesn't get frequent turns, you can focus your efforts on reviving or casting Auto-Life on your attackers. (Or just let Auto-Phoenix do all the work for you.) Dark Ifrit has a hearty 1,400,000 HP.



## Dark Ixion

Dark Ixion's summoner can be found in the Thunder Plains, and it should be one of the first dark aeons you fight. Dark Ixion has only 1,200,000 HP, and if you have two characters with Auto-Phoenix and are diligent about summoning aeons before it uses its Overdrive, it can be beaten fairly easily. After defeating it, Ixion disappears, but during lightning strikes, it appears briefly. Run up to it to fight it a second time and defeat it for good. You're free to save and heal between the two battles. Ixion's attacks inflict Sleep and various break effects in the first battle, and Confuse and Petrify effects in the second battle, so the Auto-Med ability is good here. Another option is to have aeons do the bulk of the fighting for you.





## Dark Shiva

When you approach Macalania Temple, a Guado summoner attacks with Dark Shiva. Dark Shiva's high agility allows her to attack frequently. Her Heavenly Strike has an instant-death effect, and like many of her other attacks, it circumvents Auto-Life entirely. Auto-Phoenix armor is highly effective here, as her only way to damage multiple characters is her Overdrive, which you can survive by summoning an aeon. Dark Shiva has only 1,100,000 HP, so you should be able to beat her relatively quickly.



## Dark Bahamut

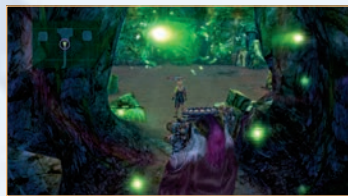
This is where things start to get tough. You can find Dark Bahamut in the Zanarkand Dome chamber where you met Yunalesca. He has a whopping 4,000,000 HP, but what makes him really tough is his Impulse counterattack. In addition to damaging every member of the party, it causes a number of status conditions including Petrify. This means that if it deals fatal damage, the character will shatter and be removed from the battle permanently; Auto-Life and Auto-Phoenix won't help. Make sure everyone has Ribbon or Stoneproof on their armor. Or you can prevent the counterattack entirely by having one character constantly use the Sentinel ability.



## Dark Yojimbo

In the Cavern of the Stolen Fayth, enter the area with the teleport pad that can send you into Yojimbo's chamber, and attempt to walk to the south. There, a Yevonite summons Yojimbo to block the way. Once beaten, Yojimbo continues to appear in various parts of the cavern, until you've defeated him five times. You're free to save and heal in between battles, but if you leave the cavern, the encounter resets to the first battle. If you want to farm for Dark Yojimbo's rare drops, including armor with the Ribbon ability, you can intentionally leave and come back after winning four or fewer fights to battle Dark Yojimbo indefinitely.

Dark Yojimbo ambushes the party at the beginning of the fight, allowing him to use deadly attacks like Wakizashi to potentially wipe out the party before you can take any defensive action. To get around this, start the battle with a character who has the First Strike ability in your opening lineup (Auron has it on the Masamune), and then swap that character for Yuna (who can summon an aeon), or Rikku (who can give everyone Auto-Life with a Hyper Mighty G mix).



Always summon aeons for Dark Yojimbo's Zanmato Overdrive, which kills the entire party instantly and ignores Auto-Life. Stoneproof or Ribbon armors remain essential, as Dark Yojimbo's dog attacks with Stonetouch.

## Dark Anima

To summon Dark Anima, return to the Mt. Gagazet Mountain Cave and have Wakka throw his ball through the spinning shield again. Dark Anima will then appear at the entrance to Mt. Gagazet to await your challenge.

Dark Anima has 8,000,000 HP and its attacks are powerful and difficult to deal with. Pain is an instant-kill attack that cannot be stopped by Ribbon or Deathproof abilities. Its Mega-Graviton attack deals damage to each character equal to slightly more than half their max HP, and it inflicts a mixture of ailments including Sleep, Slow, and Doom. Its Oblivion Overdrive is almost certainly not survivable. Auto-Phoenix and Auto-Life are essential for staying alive here. If most of your characters lack Ribbon armor, you may want to customize armor with the Auto-Med ability instead.



## Dark Magus Sisters

The Dark Magus Sisters make for a deadly encounter when fought three-on-three, but they are much easier to beat when fought individually. To do so, walk past the summoner at the entrance to Mushroom Rock Road, and then run into the valley, following the path you took to the Operation Mi'ihen staging area. When the "Getting Away" text box appears, continue to run—you won't be able to see your character, but if you know the route, you can use the opportunity to put a lot of distance between your party and the Dark Magus Sisters. One by one, the sisters give up the chase, allowing you to battle them individually. They have between two and three million HP apiece.

When fought together, the Dark Magus Sisters begin with full Overdrive bars, and you need to summon an aeon to survive their deadly Overdrive. When fought individually, they use Dark Anima's Mega-Graviton attack in place of their usual Overdrive attack. None of the sisters can damage multiple characters with a non-Overdrive attack, so if everyone in your party has Stoneproof or Ribbon (to protect against Stonetouch attacks) and at least two characters have Auto-Phoenix, the sisters have little hope of victory when fighting solo.





## Penance

Once you've defeated every one of the dark aeons, Penance appears in the destination list of Cid's Airship. Even with maxed-out stats, prepare for a long and grueling fight!

Penance's body has 12,000,000 HP and his arms have 500,000 HP apiece. Destroying the arms is a must; they regenerate regularly, but as long as one or both are destroyed, Penance can't use his battlefield-clearing Judgment Day attack. Try to time your attacks against an arm so you deliver the killing blow just before the arm would have its turn; that way they take longer to regenerate. To focus on offense and not have to heal as much, use armor with Auto-Potion or Auto-Regen, or use an ability that gives your characters Regen.

Each arm has a deadly attack, with the right arm's being heavily focused on inflicting ailments. If everyone has the Ribbon ability, you should prioritize destroying the left arm. If they don't, the right arm is more dangerous. Focus your attacks on Penance's body only when both arms are destroyed.

Penance's body initially uses an attack called Obliteration that deals heavy damage to the entire party, but the Cheer effects from Rikku's Ultra NulAll should lower the damage to a survivable level. After dealing three million points of damage to Penance's body, Penance casts Haste on itself (you can Dispel this) and begins using a new attack called Immolation that targets only a single character but inflicts break statuses (you can Dispel those too) and drains MP as well as HP. Use the Three Stars item to continue casting spells and use Quick Hit if you run out of MP.

### There's Always Zanmato...

If you get to a boss you just can't beat, there's always one last hope of victory: summoning Yojimbo and hoping that he decides to use his instant-win Zanmato ability. The odds he'll use it against a dark aeon or Penance are extremely low, but you can increase the odds slightly if you pay Yojimbo handsomely, have him in the Overdrive state, and have a long record of paying him decently and not dismissing him early or letting him fall in combat.



# TROPHIES

TROPHY	DESCRIPTION	RANK
Completion	Obtain all available trophies	Platinum
Speaking in Tongues	Find 1 AI Bhed Primer	Bronze
Teamwork!	Win a blitzball match	Bronze
The Right Thing	Clear the Besaid Cloister of Trials	Bronze
A Talent for Acquisition	Steal successfully with Rikku 200 times	Bronze
All Together	All party members come together	Bronze
Heartstrings	View the "Underwater Date" scene	Bronze
Show Off!	Win a blitzball tournament	Bronze
Striker	Learn the Jecht shot	Bronze
Chocobo License	Pass all chocobo training	Bronze
Overcoming the Past (Hidden Trophy)	Defeat Yunalesca	Bronze
The Destination of Hatred (Hidden Trophy)	Defeat Seymour Omnis	Bronze
Lightning Dancer	Dodge 200 lightning strikes and obtain the reward	Bronze
Feel the Pain	Obtain Anima	Bronze
It's All About the Money	Obtain Yojimbo	Bronze
Delta Attack!	Obtain Magus Sisters	Bronze
Theater Enthusiast	Buy every sphere at the Luca Theater	Bronze
Chocobo Rider	Win a race with a catcher chocobo with a total time of 0:0:0	Bronze
Power Strike	Do 9999 damage or more in a single attack	Bronze
Under the Table	Spend 100,000 gil or more in bribes	Bronze
Messenger from the Past	Obtain all Jecht Spheres	Bronze
Mega Strike	Deal 99,999 damage with one attack	Silver
Chocobo Master	Get 5 treasure chests during the Chocobo Race at Remiem Temple and win the race	Silver
Sphere Master	Complete a Sphere Grid for one character	Silver
Blitzball Master	Unlock all slot reels	Silver
Learning!	Learn to use all enemy abilities	Silver
Summon Master	Obtain all Aeons	Silver
Weapon Master	Obtain all Celestial Weapons	Silver
Master Linguist	Find all 26 AI Bhed Primers	Gold
Perfect Sphere Master	Complete the Sphere Grids for all main characters	Gold
Perseverance	Defeat Penance	Gold
Overcoming the Nemesis	Defeat Nemesis	Gold
The Eternal Calm (Hidden Trophy)	Defeat Yu Yevon	Gold
A Journey's Catalyst	View "Eternal Calm"	Silver







## Encounters

An encounter occurs when an opposing player gets close to the ball carrier. During an encounter, opposing players position themselves between your player and the goal. Options then appear in the Breakthrough menu. In the upper-right corner, the opposing players' attributes are displayed along with your player's attributes.

After you choose an option from the Breakthrough menu, the Action Commands menu appears. You must then choose to Shoot, Pass, or Dribble.

If you choose to break through the defenders, your player's EN is compared to each enemy player's AT. The amount of EN subtracted by an enemy is 50% to 150% of his AT. If your player's EN is reduced to zero, the opposing player takes possession of the ball.

If you choose to pass the ball and your player successfully breaks past one or more defenders, the Pass option then requires you to choose a receiver. Your player's PA is compared to the BL of any remaining defenders.

When attempting to pass or shoot without breaking past defenders, the BL of all who stand in the way is compared to the PA or SH of the player holding the ball. The attribute compared depends



on whether you choose to pass or to shoot. It is possible that a defender will miss, taking off no PA or SH at all. If your pass's PA or shot's SH is reduced to zero, the opposing player intercepts the ball. But if there is any PA or SH left over, it powers the ball past the defenders.

## Status Ailments

During an encounter, your player may become inflicted with a status effect from an enemy technique. Once your players know the required abilities, you can inflict enemies with status ailments, too. The three status ailments are poison, sleep, and wither.

**Poison:** "Venom" techniques poison the target, accelerating his HP loss while he has the ball, and impeding HP recovery. When afflicted with Pile Venom, a player loses shooting techniques first, followed by tackling and passing techniques.

**Sleep:** "Nap" techniques put the target to sleep. The target's mini-map marker turns black to indicate this. Sleeping players awaken after a certain amount of time elapses, if a goal is scored, or after being hit by a pass. The CA of sleeping goalies doesn't affect shots, even though it appears in the menu.

**Wither:** Each wither technique reduces one attribute of the target by half. Affected attributes are colored blue instead of yellow. The effect wears off over time or at the end of the half.



## Player Movement

Pressing during a game brings up the Movement menu. If your team has the ball, you have three options: Auto, Manual A, and Manual B.

The computer controls player movement in Auto, the default setting. Manual A and Manual B allow you to control the player with the ball. In Manual A mode, direction of movement corresponds to the mini-map; swimming left always directs the player toward the enemy goal, while swimming right directs him toward his own goal. In Manual B mode, direction of movement depends on the current camera angle; if the camera shows the enemy goal straight ahead, pressing up on the directional pad directs the ball carrier toward it.

When you choose a Manual option, the Formation menu also appears. The default number of formations your team starts with is four, and you can earn more formations as your team level increases. The four standard formations are Normal, Mark Mode, Right Side, and Left Side.

**Normal Formation:** This is basically a zone defense, where your players go after the ball carrier once he gets close, and they pursue him for as long as they can keep up with him. This is adequate in most situations.

**Mark Mode:** In Mark Mode your players cover only the opponent assigned to them in the pre-match setup screen, regardless of whether that opponent has the ball or not. This strategy works great against teams with only one good shooter, as you can assign multiple defenders to stand in their way.

**Right Side or Left Side:** With Right or Left Side formations, your players play a zone defense on that side of the playing area. They leave the other side relatively undefended, but no one can get through the side they are on.

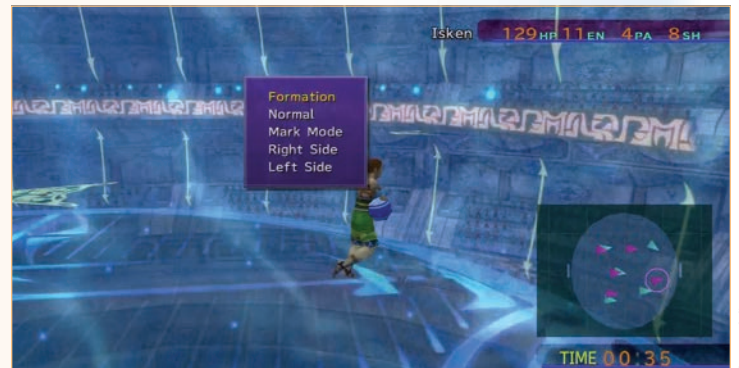
**Center Attack:** Everyone defends in the middle of the sphere pool, leaving the sides unprotected.

**All-Out Defense:** The entire team stays back in your half of the sphere pool for a solid defense. The opponents find it difficult to break through, but scoring becomes very hard for your team, too.

**Flat Line:** The entire team embarks on an all-out offensive attack, leaving no defense.

**Counter:** A type of zone defense where your defenders and midfielder patrol the area in front of your goal, while the forwards patrol the opposing team's side. This is a very effective formation when you're winning.

**Double Sides:** Everyone but the midfielder moves along their side of the sphere pool, leaving the goal open for a central charge. However, the players can force an effective pincer attack on the enemy goal.



## Experience

Players gain experience by passing, shooting, tackling, breaking past opponents, and so on. After each half, players receive experience points based on their performance and gain levels depending on how much experience they earn. Each level increase raises HP and possibly other attributes as well.

It's important to get everyone involved. On an unbalanced team, it becomes more difficult to earn experience for weaker players. Defenders are the most likely to fall behind.



# League and Tournament Play



You can enter tournaments, and play in league and exhibition matches. If your team does really well, you can earn great items, including new Overdrives for Wakka.

In League and Tournament play, teams compete for prizes awarded to the first, second, and third place at the end of the season or tournament. There is also a special prize for the highest scorer of the season or tournament. If two or more players on your team tie for the most goals, they all receive the prize!

When a tournament first opens, the prizes are randomly generated. So if you don't like the prizes for a tournament, it's possible to generate new rewards by waiting until the next time you check in. To do this, continue to the next match, and then cancel out to the main blitzball screen. The tournament will not be selectable on the main blitzball menu. But after exiting back to the game, saving your data, and returning to the blitzball screen, the tournament will be available again with new prizes.

## Starting a Game

After choosing the type of game you want to play, choose which players will take part in the upcoming game. You are then prompted with the following options.

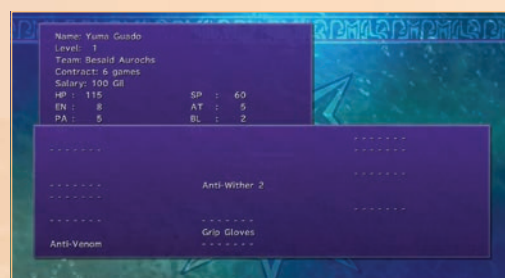
**Set Techs:** The Set Techs screen lets you assign special techniques to each player who is Level 3 or above. As a player gains levels, you can assign more techniques to him, up to a maximum of five.

**Set Mark:** The Set Mark screen lets you assign players to “mark” opposing players to learn their techniques. Techniques that you can learn appear in green. Choose a player, and then select the opposing team member. Your player marks that player, and might learn his or her techniques during the match. Each team member can mark one opponent per half.


When you choose Mark Mode from the Formation menu during the match, your players cover their respective marks and pursue them until you switch to a different formation.

## Learning and Using Techniques

As mentioned earlier, a player must be at Level 3 or higher to use techniques, so you must play a few games to meet this requirement. When a player becomes able to equip techniques, a blank slot appears below that player's name on the Technique setup screen.



### Learning Techniques with Techcopy

For a player to learn a technique, he must wait until the marked opponent performs it. At a certain point during the execution of the technique, the word “Techcopy!” flashes in the upper-left corner of the screen. If you press  before it disappears, the player who marked the opponent has a chance of learning the technique. A chime indicates success. However, if your player is too far below the level of the opponent, he cannot learn the technique.

### Tips for Successful Techcopy

- Don't set more than two of your players to mark a single enemy; only one player can successfully learn a technique at a time.
- Let the enemy perform the technique. If you mark an opposing team's player to learn his “Nap Shot,” make sure he shoots at least once.
- Remember to take players' levels into consideration. If a Level 5 player is trying to learn a technique from a Level 12 player, he won't have much luck.
- Don't forget that the sixth player on the opposing team's list is the goalie.

### Using Techniques

Once your players learn techniques, they must equip them before each half in order to use them during the match. Some are performed automatically, others are constantly in effect, and still others help with offense or defense.

To use offensive techniques like Nap Pass or Jecht Shot, simply choose the appropriate command from the Action Commands menu. Any techniques available are displayed next to the corresponding HP cost.

Techniques can be used on defense as well. A new menu appears when an opponent has the ball and attempts to break past your player.

Automatic techniques have a chance of triggering when necessary, and they incur any applicable HP cost when performed.

Some techniques are always active. They cost HP to equip, but cost no additional HP during a game. However, they're nearly impossible to learn since they do not activate during a match.

**Shots:** The only players who need shot techniques are your forwards. Two of the best in the game are Jecht Shot and Sphere Shot. Jecht Shot is overpowering, removing two defenders and adding five points to the Shoot attribute.

**Passes:** A Nap Pass from a player with a high PA is deadly. Also, give defenders a decent pass technique. If they steal the ball, they need the ability to pass the ball to your forwards.

**Tackles:** Everyone on the team needs a tackle technique. Any status-inflicting tackle is helpful during any game.

**Goalie Techniques:** Your goalie should acquire the Super Goalie technique as soon as possible. The CA attribute is superb and goalies rarely use HP for anything else. Anti-Nap is also a good choice.

**Others:** Anti-status skills are good to equip on players if you have the space. In particular, forwards need Anti-Venom techniques.






## Key Techniques

Select one of your team members on the team data screen, and three techniques are listed below them. These are the player's key techniques. Each time a player learns a key technique, more techniques become available for him to learn. Key techniques must be learned in a certain order. If the first one is not learned, the second one will not become available, even if an opponent possesses it.



Before every game, check the opposing team to see if there are any new key techniques to learn. Mark any that your team can use.

If your team needs tackle techniques, then send a forward with high Endurance after the opponents with these techniques. If you need a pass technique, let an opponent with that technique steal the ball from your players a few times. Usually, he or she will try to pass immediately, and you can learn the pass technique.

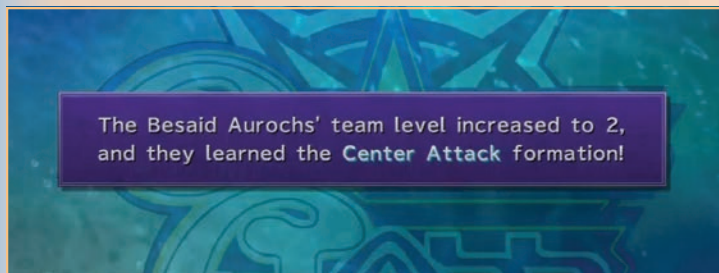
TECHNIQUE	DESCRIPTION
Anti-Drain	HP Cost: 10, 50% chance. Prevents HP drain.
Anti-Drain 2	HP Cost: 50, 100% chance. Prevents HP drain.
Anti-Nap	HP Cost: 40, 50% chance. Blocks sleep.
Anti-Nap 2	HP Cost: 210, 100% chance. Blocks sleep.
Anti-Venom	HP Cost: 5, 50% chance. Blocks poison.
Anti-Venom 2	HP Cost: 50, 100% chance. Blocks poison.
Anti-Wither	HP Cost: 30, 50% chance. Prevents stat reduction.
Anti-Wither 2	HP Cost: 200, 100% chance. Prevents stat reduction.
Aurochs Spirit	HP Cost: 600, SH +10, Sum of original Aurochs' SH on team added to Wakka's!
Brawler	HP Cost: 10, 60% chance. Participate in encounters from further away.
Drain Tackle	HP Absorbed: 30, AT +0, Absorb HP. Own HP must be over 30. 40% chance.
Drain Tackle 2	HP Absorbed: 150, AT +0, Absorb HP. Own HP must be over 150. 70% chance.
Drain Tackle 3	HP Absorbed: 500, AT +0, Absorb HP. Own HP must be over 500. 100% chance.
Elite Defense	Equip HP Cost: 5, Find and intercept ball carrier from further away.
Gamble	HP Cost: 300, 50% chance. Stat randomized after waking. Press  to select.
Golden Arm	Equip HP Cost: 30, AT +0, Slows SH & PA decrease during passes and shots.
Good Morning!	HP Cost: 80, 50% chance. Powers up player after waking up from sleep.
Grip Gloves	HP Cost: 30, Raises goalkeeper's ball control ability.
Hi-Risk	Equip HP Cost: 300, Lowers all stats to 1/2, but doubles experience points.
Invisible Shot	HP cost: 220, SH +3, 60% chance. Ball disappears on way to goal. Control with left stick.
Jecht Shot	HP Cost: 120, SH +5, Knocks away up to 2 opposing players.
Jecht Shot 2	HP Cost: 999, SH +10, Invisible Shot, Knocks away 3 opposing players.
Nap Pass	HP Cost: 40, PA +3, Puts opponents to sleep. 30% chance.
Nap Pass 2	HP Cost: 200, PA +5, Puts opponents to sleep. 60% chance.
Nap Pass 3	HP Cost: 510, PA +7, Puts opponents to sleep. 100% chance.
Nap Shot	HP Cost: 45, SH +3, Puts goalkeeper to sleep. 40% chance.
Nap Shot 2	HP Cost: 80, SH +5, Puts goalkeeper to sleep. 70% chance.
Nap Shot 3	HP Cost: 350, SH +7, Puts goalkeeper to sleep. 100% chance.
Nap Tackle	HP Cost: 40, AT +3, Puts target to sleep if EN is reduced to 0. 100% chance.
Nap Tackle 2	HP Cost: 90, AT +5, Puts target to sleep if EN is reduced to 0. 100% chance.
Nap Tackle 3	HP Cost: 180, AT +7, Puts target to sleep if EN is reduced to 0. 100% chance.
Pile Venom	Equip HP Cost: 30, Cumulate poison effects.
Pile Wither	Equip HP Cost: 70, Cumulate the effects of stat-lowering techniques.
Regen	Equip HP Cost: 50, Speeds up HP recovery when not carrying the ball.
Sphere Shot	HP Cost: 90, SH +3, Adds random amount to SH. Press  to select.
Spin Ball	HP Cost: 30, Puts spin on the ball. Harder for goalkeeper to catch.
Super Goalie	HP Cost: 30+, 60% chance. Adds random amount to CA. Press  to select.
Tackle Slip	HP Cost: 40, 40% chance. Evade Tackles. Player may be disoriented after evading.
Tackle Slip 2	HP Cost: 170, 80% chance. Evade Tackles. Player may be disoriented after evading.
Tech Find	Prize: Unlocks almost any slot in a character's skill list.
Venom Pass	HP Cost: 40, PA +3, Poisons opponents. 30% chance.
Venom Pass 2	HP Cost: 120, PA +5, Poisons opponents. 60% chance.
Venom Pass 3	HP Cost: 250, PA +7, Poisons opponents. 100% chance.
Venom Shot	HP Cost: 20, SH +3, Poisons goalkeeper. 40% chance.
Venom Shot 2	HP Cost: 35, SH +5, Poisons goalkeeper. 70% chance.
Venom Shot 3	HP Cost: 100, SH +7, Poisons goalkeeper. 100% chance.
Venom Tackle	HP Cost: 30, AT +3, Inflicts poison. 40% chance.
Venom Tackle 2	HP Cost: 70, AT +5, Inflicts poison. 70% chance.
Venom Tackle 3	HP Cost: 160, AT +7, Inflicts poison. 100% chance.
Volley Shot	HP Cost: 10, Player can shoot free balls unblocked. 50% chance.
Volley Shot 2	HP Cost: 40, Player can shoot free balls unblocked. 75% chance.
Volley Shot 3	HP Cost: 250, Player can shoot free balls unblocked. 100% chance.
Wither Pass	HP Cost: 40, PA +3, Lowers opponents' EN, AT, or BL. 30% chance.
Wither Pass 2	HP Cost: 180, PA +5, Lowers opponents' EN, AT, or BL. 60% chance.
Wither Pass 3	HP Cost: 4400, PA +7, Lowers opponents' EN, AT, or BL. 100% chance.
Wither Shot	HP Cost: 30, SH +3, Lowers goalie's BL or CA. 40% chance.
Wither Shot 2	HP Cost: 180, SH +5, Lowers goalie's BL or CA. 70% chance.
Wither Shot 3	HP Cost: 390, SH +7, Lowers goalie's BL or CA. 100% chance.
Wither Tackle	HP Cost: 8, AT +3, Lowers target's EN, PA, or SH. 40% chance.
Wither Tackle 2	HP Cost: 80, AT +5, Lowers target's EN, PA, or SH. 70% chance.
Wither Tackle 3	HP Cost: 250, AT +7, Lowers target's EN, PA, or SH. 100% chance.



## Recruiting and Scouting

There are many players scattered throughout Spira who you can scout and add to your team. To recruit a new player, press  when facing someone. If he plays blitzball, his statistics appear. Players from other teams are usually under contract for a certain number of games. If the player is a free agent, this is indicated. If the player is available, press  to hire him. You then need to determine the number of games you want to hire the player for.

When the contract with a player expires, you are given the opportunity to renew it. If you decline, the player leaves the team. To rehire the same player at a later date, you must return to him and repeat the process again.



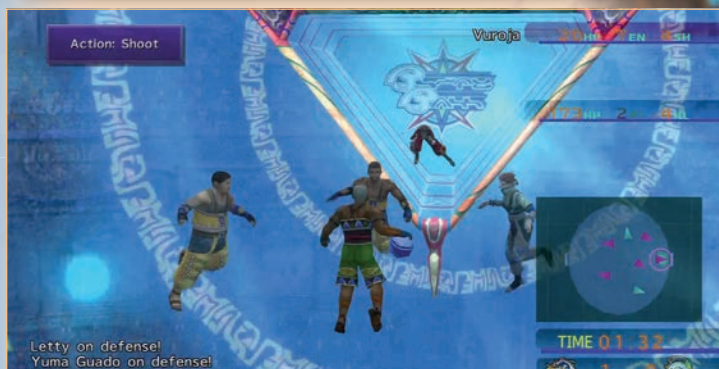
Opposing teams also have to rehire players when their contracts expire. If there's a good player you want with just a few games remaining on his contract, keep it in mind and return later.

**Team Level:** After winning five matches, your team level increases. New formations may become available. Your scouting level might also increase.

**Scouting Level:** Each time your scouting level increases, you gain access to more information when you scout players. At scouting Level 2, you can see the player's attributes. At Level 3, you can view his equipped techniques. Level 4 is the highest attainable level. At that point, all the techniques the potential player has learned and is capable of learning are shown.

### Tips for Starting Your Team

- If Tidus didn't acquire the **Jecht Shot** technique while aboard the **S.S. Winno**, return there and try again. This is absolutely one of the best techniques.
- You can only gain the **Jecht Shot 2** as a prize from a **League** or **Tournament** game. Tidus can learn it after he has acquired all three of his key techniques.
- Some of the best players are in **Luca**, especially on the docks. Scout them before you leave town. The **Besaid Aurochs** stay in the locker room in **Basement A**, if you ever need to rehire them.





## Making a Winning Team

- Since most games are won by scoring lots of goals, you need at least two forwards with high Shoot attributes. Fortunately, Tidus fills that requirement, so you only need to find one other good forward. A high Endurance attribute is also a plus. After finding two players with the aforementioned attributes, assign them to your Left Forward and Right Forward positions. For the Midfielder position, assign a player with a high Passing attribute.
- On the defensive side, make sure one of your two defenders has a decent Passing attribute. Your defenders don't need a high Shoot attribute, but decent Endurance and Speed attributes do help.
- Choosing a goalie is a no-brainer. Find the person with the highest Catching ability and hire him. The sooner he learns goalie techniques, the better.
- Make sure each team member gains experience by getting everyone involved in the game. Level up your goalie by having him stop shots.
- Speed is important in blitzball. If the other team can't catch up to your players, your team will encounter little resistance. The only player who doesn't need a high Speed attribute is your goalie.







# BESAID AUROCHS



## Tidus

### KEY TECHNIQUES

Venom Tackle, Drain Tackle, Anti-Venom 2

### LOCATION

N/A

LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	132	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	61	61	61	62	62	63	63	64	64	65	66	67	67
EN	10	12	16	19	23	27	30	34	37	41	45	52	59	66	73	80
AT	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	23
PA	3	4	6	8	10	12	14	16	18	20	23	27	32	38	44	49
BL	2	2	3	4	5	6	7	8	9	10	11	12	14	16	18	19
SH	10	13	17	21	25	29	33	37	41	44	48	55	61	67	73	78
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



## Datto

### KEY TECHNIQUES

Wither Shot, Anti-Venom, Wither Shot 2

### LOCATION

Luca Stadium—Aurochs Locker Room

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	205	376	578	811	1074	1368	1693	2049	2435	2852	3779	4828	6001	7296	8567
SP	60	63	67	70	74	76	79	81	84	85	87	90	91	92	91	90
EN	12	15	18	21	24	27	30	32	35	38	41	46	51	56	61	65
AT	2	2	3	4	5	6	7	8	9	10	12	14	17	20	23	26
PA	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	34
BL	2	2	2	3	3	4	5	6	7	8	9	12	15	18	22	26
SH	8	10	13	16	19	21	24	27	30	32	35	41	46	52	57	62
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



## Letty

### KEY TECHNIQUES

Wither Tackle, Nap Pass, Venom Pass 3

### LOCATION

Luca Stadium—Aurochs Locker Room

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	95	223	411	633	887	1173	1492	1843	2227	2643	3092	4087	5212	6467	7852	9209
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	7	8	10	12	14	16	19	21	24	26	29	35	41	47	54	61
AT	5	6	7	8	9	10	12	13	15	16	18	21	25	29	33	37
PA	10	13	16	19	22	25	29	32	36	39	43	51	58	66	75	83
BL	5	6	8	10	12	13	15	17	19	20	22	26	29	33	36	39
SH	4	5	6	8	9	11	12	14	16	17	19	23	27	31	35	39
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



**KEY TECHNIQUES**

Wither Tackle, Wither Tackle 2, Nap Tackle 2

**LOCATION**

Luca Stadium—Aurochs Locker Room

**Jassu**



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	239	448	695	982	1307	1672	2075	2518	2999	3520	4678	5992	7462	9088	9999
SP	63	63	63	63	64	64	64	64	65	65	65	66	66	67	67	67
EN	7	10	13	16	19	21	24	26	28	30	31	34	36	37	37	37
AT	10	11	12	13	15	16	18	19	21	23	25	29	34	39	45	50
PA	7	8	10	12	14	16	18	20	23	25	27	32	37	42	47	52
BL	5	6	7	9	10	12	13	15	17	19	21	25	29	34	39	44
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

**KEY TECHNIQUES**

Venom Shot, Venom Pass 2, Nap Tackle

**LOCATION**

Luca Stadium—Aurochs Locker Room

**Botta**



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	105	304	573	864	1177	1514	1873	2254	2658	3084	3533	4498	5553	6698	7933	9121
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	3	4	5	6	7	8	10	11	12	14	16	19	22	26	30	34
AT	10	11	12	13	14	16	17	19	21	22	24	28	32	37	41	46
PA	6	7	8	9	10	11	13	14	15	17	18	21	24	27	30	33
BL	5	7	9	11	13	16	18	21	24	27	30	36	42	49	57	64
SH	1	2	3	4	5	6	7	8	9	11	12	15	17	20	23	26
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

**KEY TECHNIQUES**

Super Goalie, Volley Shoot, Anti-Wither

**LOCATION**

Luca Stadium—Aurochs Locker Room

**Keepa**



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	260	391	742	1014	1306	1619	1952	2306	2680	3075	3926	4859	5874	6971	8028
SP	54	54	54	54	54	54	54	54	54	54	54	53	53	53	53	53
EN	4	5	7	8	10	12	14	15	17	19	22	26	30	35	40	45
AT	2	2	2	2	2	3	3	4	5	6	7	9	12	15	18	22
PA	2	3	4	5	6	7	8	9	10	11	13	15	17	19	21	23
BL	4	4	4	5	6	7	8	10	12	15	17	23	30	39	48	57
SH	1	1	1	1	1	1	1	1	2	2	4	9	18	35	63	99
CA	5	8	11	14	17	20	22	25	27	29	31	34	36	38	39	39





# LUCA GOERS



## Bickson

### KEY TECHNIQUES

Wither Shot, Nap Pass, Anti-Nap

### LOCATION

Luca Harbor—Number 3 Dock

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	140	307	530	767	1020	1287	1570	1867	2180	2507	2850	3580	4370	5220	6130	7000
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	12	15	18	21	24	26	29	31	33	34	36	38	40	41	40	40
AT	3	4	5	6	7	8	9	11	12	14	15	18	22	26	29	33
PA	5	6	8	9	10	12	13	14	15	16	18	20	21	23	24	25
BL	2	2	3	4	5	6	7	8	9	10	11	12	14	16	18	19
SH	12	15	18	22	25	27	30	32	35	36	38	41	43	44	45	45
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



## Abus

### KEY TECHNIQUES

Grip Gloves, Venom Tackle 2, Venom Shot 3

### LOCATION

Luca Harbor—Number 3 Dock

LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	130	297	520	757	1010	1277	1560	1857	2170	2497	2840	3570	4360	5210	6120	6990
SP	60	60	60	60	60	60	60	60	60	60	61	61	61	61	61	61
EN	9	19	17	21	24	28	31	33	36	38	40	43	45	45	45	44
AT	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	23
PA	4	5	7	8	9	11	12	13	14	15	17	19	20	22	23	24
BL	1	1	2	3	4	5	5	6	7	8	9	10	12	13	15	16
SH	13	15	18	21	23	26	28	30	32	34	35	38	40	41	42	43
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



## Graav

### KEY TECHNIQUES

Venom Pass, Tackle Slip, Drain Tackle 2

### LOCATION

Luca Harbor—Number 3 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	207	302	550	812	1090	1382	1690	2012	2350	2702	3070	3850	4690	5590	6550	7465
SP	60	60	60	60	60	60	60	61	61	61	61	61	62	62	62	62
EN	9	10	13	16	19	22	25	27	30	32	34	38	41	43	45	46
AT	8	9	11	13	15	17	19	20	22	23	24	26	27	28	28	28
PA	13	14	18	21	25	28	30	33	35	37	39	42	43	44	44	44
BL	8	9	13	16	20	22	25	27	30	31	33	36	37	38	37	36
SH	8	9	12	14	17	19	21	22	24	26	27	29	31	32	33	33
CA	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20	21



**KEY TECHNIQUES**

Wither Tackle, Nap Tackle, Volley Shot

**LOCATION**

Luca Harbor—Number 3 Dock

**Doram**

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	142	312	542	792	1062	1352	1662	1992	2342	2712	3102	3942	4862	5862	6942	7982
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	3	4	6	7	9	10	12	13	15	16	18	21	24	27	30	32
AT	9	11	14	17	19	22	24	26	28	29	31	34	36	37	38	38
PA	7	9	12	15	18	20	23	25	27	29	31	34	37	39	41	42
BL	5	8	11	14	17	19	22	24	26	28	29	32	34	35	36	36
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



**KEY TECHNIQUES**

Nap Tackle, Anti-Wither, Drain Tackle

**LOCATION**

Luca Harbor—Number 3 Dock

**Balgerda**

LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	141	285	541	817	1114	1431	1769	2127	2506	2905	3325	4226	5209	6274	7421	8523
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	5	6	7	8	9	10	12	13	14	16	18	21	24	28	32	36
AT	9	11	14	17	20	23	25	27	29	31	33	35	37	38	38	38
PA	9	11	14	17	20	23	25	27	29	31	32	35	36	37	37	36
BL	8	9	11	14	16	18	19	21	23	24	25	27	28	23	23	23
SH	1	1	2	2	3	4	5	5	6	7	8	10	12	14	17	19
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



**KEY TECHNIQUES**

Grip Gloves, Gamble, Tackle Slip 2

**LOCATION**

Luca Harbor—Number 3 Dock

**Raudy**

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	142	309	532	769	1022	1289	1572	1869	2182	2509	2852	3582	4372	5222	6132	7002
SP	60	60	61	61	62	62	63	63	64	64	65	66	67	68	69	69
EN	4	5	6	7	9	11	13	15	18	21	24	30	37	45	54	63
AT	2	2	2	2	2	3	3	4	4	5	6	7	9	11	14	16
PA	2	6	4	5	6	7	8	9	10	11	12	14	16	18	20	21
BL	4	5	7	9	10	12	14	15	17	19	21	24	27	31	34	37
SH	1	2	4	5	7	8	10	11	13	14	16	19	22	25	28	30
CA	8	10	12	14	16	19	21	23	25	27	29	33	37	41	45	48







# KILIKA BEASTS



## Larbeight

### KEY TECHNIQUES

Wither Shot, Anti-Nap, Tackle Slip 2

### LOCATION

Kilika Port—Docks

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	129	181	345	557	819	1129	1489	1897	2355	2861	3417	4675	6129	7779	9625	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	10	11	14	17	20	23	26	30	33	37	41	49	58	68	78	87
AT	2	3	6	8	11	13	16	18	21	23	26	31	36	41	46	50
PA	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20	22
BL	2	2	2	3	3	4	5	6	7	8	9	12	15	18	22	26
SH	9	10	12	15	18	21	24	28	32	36	40	50	60	72	84	96
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



## Isken

### KEY TECHNIQUES

Wither Pass, Wither Tackle, Wither Tackle 2

### LOCATION

Kilika Port—House

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	136	189	354	565	823	1127	1478	1875	2319	2809	3346	4559	5958	7843	9314	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	11	12	15	19	22	26	29	33	38	42	47	56	67	78	91	99
AT	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
PA	4	5	6	8	9	10	12	13	14	16	17	20	22	25	28	30
BL	5	5	6	7	7	8	9	9	10	11	12	13	14	16	17	18
SH	8	9	11	14	17	20	23	26	30	33	37	45	53	63	72	81
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



## Vuroja

### KEY TECHNIQUES

Wither Tackle, Nap Pass, Anti-Nap

### LOCATION

Kilika Port—Docks

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	139	191	355	567	829	1139	1499	1907	2365	2871	3427	4685	6139	7789	9635	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	7	8	10	12	14	17	19	22	25	28	32	39	41	56	66	75
AT	6	7	9	11	13	15	17	20	22	25	27	32	37	43	49	54
PA	9	10	13	16	20	23	27	31	36	40	45	56	67	80	93	99
BL	6	7	8	9	11	13	15	17	20	23	26	32	39	47	56	65
SH	4	5	6	7	9	10	11	12	14	15	16	19	21	24	26	28
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



**KEY TECHNIQUES**  
Drain Tackle, Nap Pass, Venom Tackle 3

**LOCATION**  
Kilika Port—Tavern

## Kulukun



LV	5	7	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	316	439	668	931	1225	1551	1909	2299	2721	3175	4179	5311	6571	7959	9317
SP	—	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	—	4	4	4	5	6	6	8	9	10	12	15	20	25	30	36
AT	—	9	11	13	15	17	20	22	25	28	31	37	43	50	57	64
PA	—	15	16	19	21	24	28	31	35	39	43	52	62	73	85	96
BL	—	6	7	8	10	12	14	16	19	22	25	31	38	46	55	64
SH	—	1	2	2	3	4	4	5	6	7	8	9	11	14	16	18
CA	—	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

**KEY TECHNIQUES**  
Venom Tackle, Wither Pass, Pile Wither

**LOCATION**  
Kilika Temple—Great Hall

## Deim



LV	2	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	122	204	374	590	849	1152	1499	1890	2325	2804	3327	4505	5859	7389	9095	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	4	5	7	9	10	12	14	15	17	19	21	24	27	31	34	37
AT	8	9	12	15	18	20	23	25	27	29	32	35	39	42	44	46
PA	5	7	9	12	14	17	21	24	28	32	36	45	55	66	78	89
BL	6	7	8	9	11	13	15	17	20	22	25	31	38	46	54	69
SH	1	1	1	2	2	3	4	4	5	6	7	8	10	12	14	16
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

**KEY TECHNIQUES**  
Venom Shot, Anti-Wither, Anti-Nap

**LOCATION**  
Kilika Temple—Great Hall

## Nizarut



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	222	410	622	860	1122	1410	1722	2060	2422	2810	3660	4610	5660	6810	7930
SP	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57
EN	2	3	5	7	9	11	14	16	19	21	24	30	36	42	49	56
AT	2	2	2	3	4	5	6	8	10	12	14	20	26	34	42	51
PA	6	8	10	12	14	16	18	20	22	24	26	30	34	38	42	45
BL	4	4	4	5	6	7	9	11	13	16	19	25	33	42	52	62
SH	3	3	3	3	3	3	3	3	3	3	4	6	11	19	32	50
CA	6	7	9	11	13	15	18	20	23	25	28	34	40	46	53	60





# AL BHED PSYCHES



## Eigaar

### KEY TECHNIQUES

Venom Tackle, Spin Ball, Volley Shot 3

### LOCATION

Airship—Corridor

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	186	258	463	704	982	1296	1647	2034	2458	2918	3415	4518	5767	7162	8703	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	13	15	19	22	24	27	28	30	32	33	35	37	40	42	44	46
AT	3	4	6	9	11	13	15	17	18	20	22	24	27	29	30	31
PA	9	11	16	20	24	28	31	34	37	39	42	45	47	48	48	47
BL	12	13	16	19	21	23	26	28	30	32	34	38	41	43	46	47
SH	12	15	20	25	28	32	34	37	39	42	44	48	52	55	58	61
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12



## Blappa

### KEY TECHNIQUES

Elite Defense, Drain Tackle, Nap Shot

### LOCATION

Airship—Corridor

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	186	257	459	697	970	1277	1620	1997	2410	2857	3340	4410	5620	6970	8460	9920
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	13	14	17	21	24	27	30	33	35	38	41	45	50	54	57	60
AT	5	6	8	10	11	13	14	15	15	16	17	19	20	21	22	23
PA	9	11	15	19	22	25	28	31	33	35	37	39	40	40	39	37
BL	11	12	15	17	19	22	24	26	27	29	31	33	35	37	38	38
SH	13	16	21	25	29	32	34	37	39	41	43	47	50	54	57	59
CA	1	1	1	1	2	2	2	3	3	4	5	6	8	9	11	13



## Berrick

### KEY TECHNIQUES

Venom Tackle, Wither Tackle 2, Elite Defense

### LOCATION

Airship—Corridor

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	205	275	473	701	962	1253	1577	1931	2318	2735	3185	4178	5297	6542	7913	9254
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	8	9	12	15	18	21	24	26	29	31	34	39	44	48	52	56
AT	10	11	14	16	19	21	23	25	27	29	31	34	37	40	42	43
PA	12	14	18	22	26	30	34	37	41	44	47	53	58	62	66	69
BL	11	12	15	18	21	23	25	28	30	32	34	38	41	44	46	48
SH	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



**KEY TECHNIQUES**

Anti-Nap, Wither Tackle, Anti-Wither

**LOCATION**

Airship—Corridor

**Judda**



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	125	276	494	742	1023	1334	1678	2052	2459	2896	3366	4399	5558	6843	8254	9631
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	9	12	16	20	23	27	30	33	36	39	42	46	51	55	58	60
AT	11	13	16	19	22	24	27	29	31	33	36	39	43	46	48	50
PA	7	11	15	20	24	28	32	36	39	43	47	53	60	66	71	76
BL	10	10	10	11	12	14	15	17	19	21	24	90	97	44	53	61
SH	1	1	2	2	3	3	4	4	5	5	6	7	8	9	10	10
CA	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	22

**KEY TECHNIQUES**

Venom Tackle, Nap Pass, Tackle Slip

**LOCATION**

Airship—Corridor

**Lakkam**



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	6	7	9	11	14	16	19	21	24	27	31	37	45	53	61	70
AT	10	12	15	17	20	22	25	27	29	31	33	37	41	44	47	49
PA	13	20	25	30	33	37	39	42	44	47	49	53	57	60	63	66
BL	10	10	11	11	13	14	16	18	20	23	26	32	40	49	59	68
SH	1	1	1	2	3	3	4	5	6	7	8	10	13	16	19	22
CA	1	1	1	1	2	3	3	4	5	6	7	9	12	15	18	21

**KEY TECHNIQUES**

Venom Tackle, Venom Tackle 2, Anti-Drain

**LOCATION**

Airship—Corridor

**Nimrook**



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	95	237	439	669	927	1213	1527	1869	2239	2637	3063	3999	5047	6207	7479	8719
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	5	6	8	11	13	16	19	22	26	29	33	42	51	61	72	83
AT	10	13	16	17	18	19	20	21	22	22	23	24	25	25	26	27
PA	2	3	5	6	8	9	11	12	14	15	17	20	23	26	29	31
BL	4	4	4	4	5	5	6	7	8	10	11	14	18	23	28	33
SH	1	1	2	3	4	5	6	7	8	9	11	13	16	18	21	24
CA	18	19	20	21	23	24	26	28	30	33	35	40	46	53	60	67





# RONSO FANGS



## Basik Ronso

### KEY TECHNIQUES

Nap Shot, Venom Tackle, Invisible Shot

### LOCATION

Luca Harbor—Number 4 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	274	421	781	1131	1471	1801	2121	2431	2731	3021	3301	3831	4321	4771	5181	5515
SP	40	40	40	40	40	41	41	41	41	41	42	42	42	43	43	43
EN	17	18	20	22	24	26	29	32	35	38	42	50	58	68	78	88
AT	5	6	8	10	12	15	17	19	21	23	26	30	34	39	43	47
PA	3	3	34	5	5	6	7	7	8	9	10	11	12	14	15	16
BL	2	3	5	6	8	9	11	12	14	15	17	20	23	26	29	31
SH	9	11	16	21	26	31	35	40	44	48	52	59	65	71	76	80
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12



## Argai Ronso

### KEY TECHNIQUES

Wither Tackle, Venom Pass 2, Anti-Drain

### LOCATION

Luca Harbor—Number 4 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	329	476	836	1186	1526	1856	2176	2486	2786	3076	3356	3886	4376	4826	5236	5570
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	16	17	19	21	23	26	28	31	34	37	41	48	56	65	75	84
AT	5	6	8	9	11	12	14	15	17	18	20	23	26	29	32	34
PA	5	6	7	9	10	12	13	14	16	17	19	21	24	27	30	32
BL	4	4	6	8	9	11	13	14	16	18	20	23	26	30	33	36
SH	10	13	19	25	31	36	41	46	50	54	58	65	70	75	78	80
CA	1	1	1	2	2	3	3	4	5	5	6	8	10	12	14	16



## Gazna Ronso

### KEY TECHNIQUES

Venom Pass, Drain Tackle, Volley Shot 2

### LOCATION

Luca Harbor—Number 4 Dock

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	389	547	936	1917	1691	2057	2416	2767	3111	3447	3776	4411	5016	5591	6136	6600
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	20	20	20	20	21	22	23	24	26	28	30	34	39	45	52	59
AT	7	8	9	10	12	13	15	17	19	22	24	29	35	42	49	56
PA	11	12	15	17	20	22	25	27	30	32	35	40	45	50	55	59
BL	5	5	7	9	11	13	15	17	19	21	23	28	32	37	42	47
SH	4	5	6	7	8	9	10	11	12	13	14	16	18	20	22	24
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

**KEY TECHNIQUES**  
Venom Tackle, Volley Shot, Tackle Slip

**LOCATION**  
Luca Harbor—Number 4 Dock

## Nuvy Ronso



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	214	472	788	1098	1402	1700	1992	2278	2558	2832	3100	3618	4112	4582	5028	5408
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	11	12	13	15	17	19	21	24	27	30	33	41	49	59	69	79
AT	12	13	14	15	17	18	20	22	24	27	29	35	41	47	55	62
PA	7	9	12	15	17	20	24	27	30	34	37	45	53	61	70	79
BL	4	6	8	11	13	15	18	20	22	24	26	30	34	37	40	43
SH	1	1	1	2	2	3	4	4	5	6	7	8	10	12	14	16
CA	1	1	1	2	3	3	4	5	5	6	7	9	11	13	16	18

**KEY TECHNIQUES**  
Pile Wither, Wither Tackle 3, Super Goalie

**LOCATION**  
Luca Harbor—Number 4 Dock

## Irga Ronso

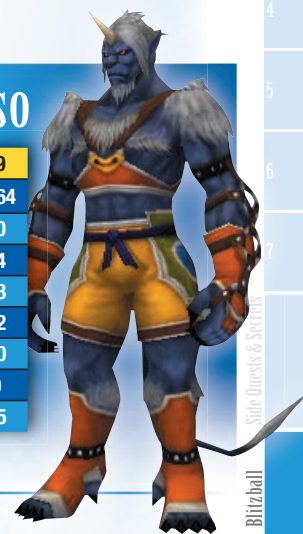


LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	230	528	896	1258	1616	1968	2316	2658	2996	3328	3656	4296	4916	5516	6096	6600
SP	40	40	40	40	40	40	40	41	41	41	41	41	42	42	42	42
EN	14	14	14	15	17	19	21	23	26	30	34	42	53	65	78	92
AT	9	10	12	14	16	18	20	22	25	28	31	37	44	51	59	67
PA	7	8	10	12	15	17	20	23	27	30	34	43	52	63	74	85
BL	8	11	14	17	20	23	26	29	31	34	36	41	45	49	52	55
SH	1	1	2	3	4	5	6	6	7	8	9	11	12	14	16	17
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

**KEY TECHNIQUES**  
Spin Ball, Super Goalie, Invisible Shot

**LOCATION**  
Luca Harbor—Number 4 Dock

## Zamzi Ronso



LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	339	488	854	1214	1568	1916	2258	2594	2924	3248	3566	4184	4778	5348	5894	6364
SP	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40	40
EN	15	15	15	15	16	16	17	18	19	21	22	25	29	34	39	44
AT	2	2	2	2	2	2	3	3	3	4	5	6	7	9	11	13
PA	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20	22
BL	7	9	12	15	18	21	24	26	29	31	34	38	42	45	48	50
SH	1	1	1	1	1	1	2	2	2	3	3	4	5	6	8	9
CA	9	10	11	13	15	17	19	21	23	25	27	32	37	43	49	55

Game Basics  
Items and Equipment  
Characters & Areas  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Blitzball  
Side Quests & Secrets  
Bestiary





# GUADO GLORIES

## Giera Guado

### KEY TECHNIQUES

Venom Shot, Nap Shot, Pile Venom

### LOCATION

Guadosalam



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	110	245	440	665	920	1205	1520	1865	2240	2645	3080	4040	5120	6320	7640	8930
SP	75	75	75	75	75	75	75	76	76	76	76	76	77	77	77	77
EN	12	12	12	12	13	14	15	16	18	20	22	26	31	37	44	51
AT	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	22
PA	10	13	17	20	24	27	31	34	38	41	45	52	59	66	73	79
BL	6	10	14	17	19	22	23	25	27	28	30	32	35	37	39	41
SH	11	14	17	20	23	26	29	32	35	38	41	47	53	59	65	70
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

## Zazi Guado

### KEY TECHNIQUES

Anti-Venom, Wither Shot 2, Anti-Venom 2

### LOCATION

Guadosalam—House



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	120	253	445	669	910	1183	1485	1813	2170	2553	2965	3870	4885	6010	7245	8450
SP	75	75	75	75	75	75	75	76	76	76	76	76	77	77	77	77
EN	12	12	12	12	13	14	15	16	18	20	22	26	31	37	44	51
AT	3	3	4	4	5	5	6	6	7	7	8	9	10	11	12	12
PA	11	14	18	22	26	29	33	36	39	42	46	51	57	62	66	70
BL	7	11	14	16	18	20	22	23	24	26	27	29	31	33	35	36
SH	12	14	17	19	22	25	27	30	33	35	38	43	49	54	59	64
CA	1	1	2	2	3	4	5	6	7	7	9	11	13	16	19	21

## Navara Guado

### KEY TECHNIQUES

Drain Tackle, Super Goalie, Nap Tackle 2

### LOCATION

Guadosalam



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	221	404	611	840	1091	1365	1661	1980	2321	2685	3480	4365	5340	6405	7440
SP	57	57	57	57	58	58	59	60	61	62	64	67	70	74	79	84
EN	7	7	7	8	9	10	12	14	16	19	22	28	36	45	55	65
AT	5	6	7	8	10	11	13	15	17	20	22	27	33	40	47	54
PA	16	20	24	28	32	36	39	42	45	48	51	55	59	62	64	65
BL	14	14	14	15	16	18	20	22	25	28	31	39	48	58	70	82
SH	4	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

**KEY TECHNIQUES**  
Anti-Venom, Anti-Nap, Anti-Wither

**LOCATION**  
Guadosalam

## Auda Guado



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	95	212	391	604	854	1139	1459	1815	2207	2634	3097	4129	5303	6620	8079	9513
SP	70	70	70	70	70	70	70	71	71	71	71	71	72	72	72	72
EN	7	7	7	8	9	10	12	14	16	19	22	28	36	45	55	65
AT	8	9	10	11	13	14	16	18	20	23	25	30	36	43	50	57
PA	11	14	18	22	25	29	32	35	37	40	43	47	51	54	56	57
BL	10	11	12	14	16	18	20	23	26	29	32	40	48	58	68	78
SH	1	1	1	2	2	3	3	4	4	5	5	6	7	8	9	9
CA	4	5	6	7	8	9	10	11	12	13	14	16	18	20	22	23

**KEY TECHNIQUES**  
Drain Tackle, Venom Tackle 2, Gamble

**LOCATION**  
Guadosalam—House

## Pah Guado



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	90	190	351	554	798	1082	1408	1774	2182	2630	3120	4222	5488	6918	8512	9999
SP	65	66	61	61	68	68	68	68	68	68	69	69	69	69	69	69
EN	3	3	3	3	4	5	6	7	9	11	13	17	22	28	35	42
AT	10	10	10	10	11	12	13	15	17	18	21	25	31	38	45	53
PA	13	16	19	23	26	29	32	34	37	39	42	46	50	53	56	58
BL	7	8	9	11	13	15	17	20	23	26	29	37	45	55	65	75
SH	1	1	1	1	1	1	2	2	2	3	3	4	5	6	8	9
CA	3	3	4	4	5	5	6	6	7	7	8	9	10	11	12	12

**KEY TECHNIQUES**  
Anti-Nap, Wither Pass 2, Elite Defense

**LOCATION**  
Guadosalam—Inn

## Noy Guado



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5659	7020	8529	9999
SP	62	62	62	62	62	62	62	63	63	63	63	63	64	64	64	64
EN	2	2	2	3	4	5	7	9	11	14	17	23	31	40	50	60
AT	2	2	2	2	3	4	5	6	8	10	12	16	21	27	34	41
PA	2	3	5	6	8	9	11	12	14	15	17	20	23	26	29	31
BL	4	4	4	4	4	5	5	6	7	8	9	11	13	16	20	23
SH	1	5	9	13	16	19	21	23	24	25	25	24	21	16	9	1
CA	9	11	14	16	19	21	23	25	27	29	31	34	37	40	42	43

Game Basics  
Items and Equipment  
Characters & Avatars  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Blitzball  
Side Quests & Secrets  
Bestiary





# FREE AGENTS



## Brother

### KEY TECHNIQUES

Wither Tackle 2, Nap Tackle, Sphere Shot

### LOCATION

Airship—Bridge

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	105	265	500	775	1090	1445	1840	2275	2750	3265	3820	5050	6440	7990	9700	9999
SP	75	75	75	76	76	77	78	79	80	81	83	85	89	92	96	99
EN	8	11	15	18	21	25	28	31	34	36	39	44	49	53	56	59
AT	6	7	9	10	12	14	16	18	21	23	25	30	36	42	48	54
PA	14	17	20	23	26	29	31	33	35	37	39	41	43	44	44	44
BL	13	18	21	23	26	28	29	31	32	34	35	37	40	42	44	45
SH	14	15	16	17	18	19	20	22	23	24	26	29	32	35	39	42
CA	1	1	1	1	1	2	2	3	4	5	6	8	10	13	17	20



## Wedge

### KEY TECHNIQUES

Nap Tackle, Wither Tackle, Anti-Venom 2

### LOCATION

Luca Stadium—Main Gate

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	80	217	421	659	934	1244	1589	1970	2387	2839	3327	4409	5633	7000	8509	9988
SP	65	65	65	65	65	65	65	65	65	65	66	66	66	66	66	66
EN	9	13	17	21	25	29	33	36	40	43	46	52	57	61	65	68
AT	6	11	15	18	20	23	25	26	28	30	31	34	37	39	41	43
PA	3	3	3	3	3	4	4	5	7	9	11	17	26	37	52	68
BL	5	8	11	13	15	17	18	19	20	22	23	25	27	28	30	31
SH	17	17	18	19	20	20	21	21	21	21	22	21	21	20	18	17
CA	2	2	2	3	4	6	8	10	12	15	18	24	32	42	52	62



## Kiyuri

### KEY TECHNIQUES

Wither Shot, Sphere Shot, Volley Shot 2

### LOCATION

S.S. Winno—Deck

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	81	151	279	451	669	931	1239	1591	1989	2431	2919	4029	5319	6789	8439	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	8	10	12	14	16	19	21	24	27	30	33	39	46	54	61	69
AT	8	8	9	10	12	13	15	17	20	22	25	32	39	48	57	66
PA	8	11	14	18	22	25	29	33	37	41	45	53	62	71	81	90
BL	2	3	5	6	8	10	12	14	17	19	22	27	32	38	45	51
SH	1	2	4	6	9	11	13	16	18	21	24	29	36	42	49	56
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

**KEY TECHNIQUES**

Venom Pass, Volley Shot, Nap Tackle 2

**LOCATION**

Djose Temple

**Kyou**

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	104	166	353	583	857	1175	1537	1943	2393	2887	3425	4633	6017	7577	9313	9999
SP	63	64	65	65	66	67	67	67	68	68	69	69	70	70	71	71
EN	9	12	17	22	27	31	35	38	41	44	46	48	49	48	45	41
AT	15	15	15	15	16	16	17	18	19	21	22	25	29	34	39	44
PA	8	8	10	13	15	18	21	25	28	32	36	45	55	66	78	89
BL	6	6	6	7	8	9	11	13	15	18	21	27	35	44	54	64
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	12	13	15	16	18	19	21	23	24	26	28	31	35	39	43	46



**KEY TECHNIQUES**

Anti-Venom, Venom Pass, Tackle Slip

**LOCATION**

Luca Theater

**Zalitz**

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	59	59	59	59	59	59	59	59	59	59	59	59	59	59	59	59
EN	6	6	6	6	7	8	9	10	12	14	16	20	25	31	38	45
AT	15	16	17	19	20	21	23	24	25	26	27	29	31	32	33	34
PA	5	6	7	9	11	13	15	17	20	22	25	31	37	45	52	60
BL	11	12	13	14	16	18	20	22	25	28	31	37	44	52	61	70
SH	3	4	5	6	7	8	9	10	11	12	13	15	17	19	21	22
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



**KEY TECHNIQUES**

Wither Shot, Wither Pass, Venom Pass 3

**LOCATION**

Luca Harbor—Bridge

**Shaami**

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	58	58	58	59	59	60	60	61	61	62	62	63	64	65	66	66
EN	11	14	18	22	25	29	32	35	39	42	45	50	55	60	65	68
AT	4	8	12	15	17	20	21	23	25	26	28	30	33	35	37	39
PA	5	5	6	6	7	8	9	10	12	13	15	18	21	25	30	34
BL	2	2	3	3	4	5	6	7	9	10	12	15	18	22	27	31
SH	10	12	15	18	21	24	27	31	34	38	42	50	59	69	79	88
CA	2	2	2	3	3	4	4	5	6	6	7	8	10	11	13	14



Game Basics

Items and Equipment

Characters & Avatars

Walkthrough

1

2

3

4

5

6

7

Side Quests & Secrets

Blitzball

Blitzball

Blitzball

Blitzball

Blitzball

Blitzball

Blitzball

Blitzball

Blitzball





# FREE AGENTS



## Shuu

### KEY TECHNIQUES

Venom Tackle 2, Anti-Venom, Pile Venom

### LOCATION

Luca Seaport—Café

LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	215	313	570	845	1138	1449	1778	2125	2490	2873	3274	4130	5058	6058	7130	8156
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	10	11	13	15	18	20	22	24	27	29	31	36	40	45	49	53
AT	4	5	8	11	14	16	19	22	25	27	30	36	41	47	52	57
PA	4	5	8	11	14	16	19	22	25	27	30	36	41	47	52	57
BL	9	10	11	12	13	15	16	17	18	19	21	23	25	28	30	32
SH	10	11	12	13	14	15	16	16	17	17	17	17	16	14	12	10
CA	1	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12



## Jumal

### KEY TECHNIQUES

Spin Ball, Tackle Slip, Tackle Slip 2

### LOCATION

Luca Seaport—Square

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	8	8	9	10	10	11	12	13	14	15	16	18	21	24	26	29
AT	1	1	1	2	3	4	6	8	10	13	16	22	30	39	49	59
PA	5	5	5	6	8	10	12	14	17	21	25	33	44	56	69	83
BL	4	4	4	4	4	5	5	5	6	6	7	8	10	12	14	16
SH	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20
CA	14	14	15	16	18	19	20	21	22	24	25	28	31	34	38	41



## Svanda

### KEY TECHNIQUES

Nap Shot, Venom Tackle 2, Regen

### LOCATION

Calm Lands

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	10	12	14	17	20	23	26	30	33	37	41	49	57	66	76	85
AT	10	10	10	10	11	12	12	14	15	16	18	21	26	31	36	42
PA	8	10	12	15	17	20	24	27	31	35	39	48	58	69	81	92
BL	15	15	15	15	15	16	17	17	18	19	21	23	26	30	34	38
SH	14	15	17	19	21	23	25	26	28	30	32	36	39	43	47	50
CA	4	4	4	4	4	5	5	5	6	6	7	8	10	12	13	15

**KEY TECHNIQUES**

Volley Shot, Anti-Wither, Pile Venom

**LOCATION**

Luca Harbor—Number 5 Dock

**Zev Ronso**



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	230	547	936	1917	1691	2057	2416	2767	3111	3447	3776	4411	5016	5591	6136	6600
SP	52	52	52	52	53	53	53	54	54	54	55	55	56	56	57	57
EN	12	14	16	18	20	23	25	28	31	34	37	43	50	58	65	73
AT	7	7	7	8	9	10	12	14	16	19	22	28	36	45	55	65
PA	7	10	13	17	20	23	26	28	31	34	36	41	45	48	52	54
BL	7	13	18	21	24	27	29	31	33	35	36	40	43	45	48	50
SH	11	13	15	17	19	21	22	24	25	27	28	30	32	34	35	35
CA	1	1	1	2	2	3	3	4	5	5	6	7	9	10	12	13

**KEY TECHNIQUES**

Nap Tackle, Venom Tackle, Nap Tackle 2

**LOCATION**

Kilika Port—Docks

**Tatts**



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	215	400	625	890	1195	1540	1925	2350	2815	3320	4450	5740	7190	8800	9999
SP	—	65	65	66	67	67	67	68	68	69	69	69	70	71	71	71
EN	—	10	13	16	19	23	26	29	33	37	41	48	56	65	73	82
AT	—	6	7	8	10	12	13	15	17	19	21	26	30	36	41	47
PA	—	14	18	22	26	29	33	36	39	42	46	51	57	62	66	70
BL	—	6	9	11	14	16	19	21	24	26	29	34	39	44	49	53
SH	—	5	7	8	10	12	14	16	18	20	22	27	32	37	43	48
CA	—	1	1	2	2	2	3	3	4	4	5	6	7	9	10	11

**KEY TECHNIQUES**

Nap Pass 2, Nap Pass, Anti-Nap

**LOCATION**

Calm Lands—Gorge Bottom

**Durren**



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	9	9	9	9	9	10	10	11	12	13	14	16	18	21	25	28
AT	3	3	3	3	3	4	5	5	6	7	8	11	14	17	21	25
PA	5	5	5	5	5	6	6	7	8	9	10	12	14	17	21	24
BL	7	10	13	15	17	19	20	21	22	24	25	27	29	30	32	33
SH	1	1	1	1	1	2	2	2	2	2	3	3	3	4	4	4
CA	12	14	17	19	22	24	25	27	28	29	30	30	30	29	27	24

Game Basics  
Items and Equipment  
Characters & Bosses  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Blitzball  
Side Quests & Secrets  
Bestiary





# FREE AGENTS



## Nedus

### KEY TECHNIQUES

Volley Shot, Volley Shot 2, Anti-Wither

### LOCATION

Luca Harbor—Number 1 Dock

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	235	430	655	910	1195	1510	1855	2230	2635	3070	4030	5110	6310	7630	8920
SP	30	30	30	30	30	30	30	31	34	38	45	76	99	99	99	99
EN	12	16	20	24	28	32	36	39	43	46	49	55	60	64	68	71
AT	2	3	4	5	6	7	8	10	11	12	13	15	18	20	22	24
PA	3	4	6	7	9	10	12	13	15	16	18	21	24	27	30	33
BL	2	2	3	3	4	4	5	5	6	6	7	8	9	10	11	11
SH	10	12	15	17	20	23	26	29	32	35	38	45	52	59	67	74
CA	3	3	3	3	3	4	4	4	5	5	6	7	9	11	12	14



## Naida

### KEY TECHNIQUES

Wither Shot, Nap Tackle 2, Spin Ball

### LOCATION

Calm Lands—Shop

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5659	7020	8529	9999
SP	72	72	72	72	73	73	73	74	74	74	75	75	76	76	77	77
EN	6	7	9	10	12	14	15	17	19	21	23	27	31	36	41	45
AT	5	8	12	15	19	21	24	26	29	30	32	35	36	37	36	35
PA	12	14	16	18	21	23	26	29	32	36	39	46	54	63	72	81
BL	12	13	14	15	17	18	20	22	24	27	29	34	40	47	54	61
SH	4	4	5	6	6	7	8	9	10	11	12	14	17	20	22	25
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



## Biggs

### KEY TECHNIQUES

Wither Shot, Nap Tackle 2, Spin Ball

### LOCATION

Luca Stadium—Main Gate

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	80	217	421	659	934	1244	1589	1970	2387	2839	3327	4409	5633	7000	8509	9988
SP	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57	57
EN	10	14	18	23	27	31	35	39	43	47	50	57	64	71	77	82
AT	5	6	8	10	11	13	15	16	18	20	22	25	28	32	35	38
PA	3	3	3	3	3	3	4	5	6	7	9	13	20	28	39	51
BL	2	3	5	7	9	10	12	13	14	15	17	18	20	21	21	21
SH	11	11	11	12	13	14	16	18	20	23	26	32	40	49	59	69
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

**KEY TECHNIQUES**

Tackle Slip, Volley Shot, Anti-Venom 2

**LOCATION**

Besaid Village—House

**Vilucha**



LV	4	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	201	237	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	11	12	14	17	20	23	26	29	32	36	40	47	56	65	74	83
AT	9	9	9	9	9	9	10	10	11	12	12	14	16	18	21	23
PA	4	5	6	7	8	10	11	13	15	17	19	23	27	32	38	43
BL	10	10	13	15	17	19	20	21	22	24	25	27	29	30	32	33
SH	14	15	18	21	24	28	31	35	39	43	47	55	63	72	82	91
CA	3	3	3	4	4	5	5	6	7	7	8	9	11	12	14	15

**KEY TECHNIQUES**

Nap Pass, Super Goalie, Wither Tackle

**LOCATION**

Thunder Plains—Travel Agency

**Mifurey**



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	85	186	338	516	723	956	1218	1506	1823	2166	2538	3363	4298	5343	6498	7631
SP	20	20	20	21	22	23	24	26	28	30	32	38	44	52	60	69
EN	8	11	14	17	20	24	27	31	35	39	43	51	60	70	79	88
AT	8	9	11	12	14	16	18	20	22	24	26	31	36	41	47	52
PA	5	8	12	15	19	23	27	31	35	39	44	52	61	71	80	89
BL	3	3	3	4	5	6	7	9	11	13	15	21	27	35	43	52
SH	10	14	19	23	28	31	35	38	42	44	47	52	55	58	59	59
CA	2	2	2	3	3	4	4	5	6	6	7	8	10	11	13	14

**KEY TECHNIQUES**

Super Goalie, Gamble, Hi-Risk

**LOCATION**

Moonflow—North Shoopuf Wharf

**Miyu**



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	100	307	580	867	1170	1487	1820	2167	2530	2907	3300	4130	5020	5970	6980	7940
SP	60	60	60	60	61	61	61	62	62	62	63	63	64	64	65	65
EN	15	17	19	21	23	26	28	31	34	37	40	46	52	59	67	74
AT	14	14	14	15	16	17	18	20	22	24	26	32	38	46	54	63
PA	2	2	2	2	3	3	4	4	5	6	7	8	10	12	14	16
BL	2	2	2	2	3	3	3	3	4	4	4	5	5	6	7	7
SH	4	4	5	5	6	6	7	7	8	8	9	10	11	12	13	14
CA	11	13	16	19	21	23	25	27	29	31	32	34	36	37	37	37





# FREE AGENTS



## Mep

### KEY TECHNIQUES

Anti-Drain, Drain Tackle, Pile Venom

### LOCATION

Kilika Temple

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	60	307	630	967	1320	1687	2070	2467	2880	3307	3750	4680	5670	6720	7830	8880
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	9	10	11	12	13	15	16	18	19	21	23	27	31	36	41	46
AT	6	9	12	15	18	21	24	26	29	31	33	37	40	42	44	45
PA	5	6	7	9	11	13	15	17	20	22	25	31	37	45	52	60
BL	19	19	20	21	22	22	23	23	23	23	24	23	23	22	20	19
SH	7	11	15	19	23	27	30	33	36	39	42	46	50	53	55	56
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20



## Yuma Guado

### KEY TECHNIQUES

Venom Tackle, Nap Tackle 2, Anti-Wither

### LOCATION

Guadosalam—House

LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	115	250	445	670	925	1210	1525	1870	2245	2650	3085	4045	5125	6325	7645	8935
SP	60	60	60	60	61	61	61	62	62	62	63	63	64	64	65	65
EN	8	8	8	8	8	8	9	9	9	10	11	12	13	15	17	19
AT	5	6	7	8	9	10	11	13	14	15	16	18	21	23	25	27
PA	5	5	5	6	7	7	8	10	11	12	14	18	22	27	32	38
BL	2	2	2	2	3	3	4	4	5	6	7	8	10	12	14	16
SH	4	4	5	5	6	6	7	7	8	8	9	10	11	12	13	13
CA	8	10	12	15	17	19	22	24	26	28	30	34	38	42	45	48



## Linna

### KEY TECHNIQUES

Nap Shot, Nap Tackle, Drain Tackle

### LOCATION

Macalania Temple—Frozen Road

LV	5	7	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	314	441	679	954	1264	1609	1990	2407	2859	3347	4429	5653	7020	8529	9999
SP	—	59	59	59	59	59	59	59	59	59	59	59	59	59	59	59
EN	—	10	10	12	13	14	16	17	18	19	20	22	24	25	26	27
AT	—	8	8	9	10	11	12	14	16	18	21	27	34	42	51	60
PA	—	8	9	12	15	18	22	26	30	35	40	50	62	75	89	99
BL	—	12	12	13	14	15	16	18	20	22	24	30	36	44	52	61
SH	—	10	13	17	21	25	29	33	38	42	47	55	64	74	83	92
CA	—	3	3	3	4	4	4	5	6	6	7	9	11	14	16	19

**KEY TECHNIQUES**  
Venom Pass, Anti-Venom, Venom Tackle

**LOCATION**  
Airship—Corridor

## Rin



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	242	446	684	959	1269	1614	1995	2412	2864	3352	4434	5658	7025	8534	9999
SP	—	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	—	9	12	14	17	20	22	25	28	31	34	40	46	53	60	66
AT	—	5	5	5	6	7	8	9	11	13	15	19	24	30	37	44
PA	—	12	15	17	20	22	25	27	30	32	35	40	45	50	55	59
BL	—	5	6	8	10	12	14	17	20	23	26	34	42	52	62	72
SH	—	5	7	8	10	11	13	14	16	17	19	22	25	28	31	33
CA	—	1	1	1	1	2	2	2	3	3	4	5	7	9	10	12

**KEY TECHNIQUES**  
Nap Tackle, Venom Pass 3, Anti-Venom 2

**LOCATION**  
Mi'ihen Highroad—Travel Agency

## Ropp



LV	1	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	—	191	365	571	810	1081	1385	1721	2090	2491	2925	3890	4985	6210	7565	8895
SP	—	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	—	9	11	14	16	18	21	23	25	27	29	33	37	40	49	46
AT	—	11	12	14	15	17	20	22	25	28	31	38	46	54	64	73
PA	—	10	12	15	18	20	24	27	31	35	39	49	59	71	84	96
BL	—	15	16	17	18	20	21	23	25	27	29	33	37	42	48	53
SH	—	1	2	2	3	3	4	4	5	5	6	7	8	9	10	11
CA	—	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

**KEY TECHNIQUES**  
Wither Shot, Drain Tackle, Tackle Slip

**LOCATION**  
Airship—Bridge

## Wakka



LV	3	5	10	15	20	25	30	35	40	45	50	60	70	80	90	99
HP	150	210	383	589	825	1095	1396	1729	2094	2491	2920	3874	4956	6166	7504	8817
SP	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60	60
EN	11	12	15	18	21	24	27	30	33	36	40	47	54	62	70	78
AT	3	3	4	5	5	6	7	7	8	9	10	11	12	14	15	16
PA	3	4	6	7	9	11	12	14	16	17	19	22	26	29	32	35
BL	2	2	3	3	4	4	5	5	6	6	7	8	9	10	11	11
SH	13	14	17	21	24	28	32	35	39	42	46	53	60	67	74	80
CA	1	2	3	4	5	6	7	8	9	10	11	13	15	17	19	20

Game Basics  
Items and Equipment  
Characters & Avatars  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Blitzball  
Side Quests & Secrets  
Bestiary



# Bestiary



## 1 Achelous



2 HP	5100 (7500)	6 STR	33	AGL	20
3 MP	85	DEF	10	LUCK	15
4 AP	730	MAG	52	EVA	0
5 GIL	4201	MAG DEF	20	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

### 8 RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	0	0	0 (25%)	0	Immune	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

### 9 EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
60/256	2~3	1~3

### 10 ITEMS DROPPED

Normal	Rare
Power Sphere	Power Sphere

### 11 ITEMS STOLEN

Normal	Rare
Water Gem (x2)	Healing Spring

### 12 BRIBE REQUIRED

Gil Required	Item Received
120,000	Healing Spring (x16)

### 13 ENEMY SKILLS

N/A
-----

### 14 EQUIPMENT ABILITIES

Weapon	Piercing, Strength + 5%, Magic +5%, Magic +10%
Armor	MP + 10%, Auto-Med

#### 1 Name of the enemy

#### 2 Max Hit Points

The number in parentheses indicates the amount of damage that the finishing blow must inflict to execute an Overkill.

#### 3 Max Magic Points

The amount of MP you can drain from the enemy. Enemy spells do not consume MP, so this number remains constant even if the enemy has cast magic in a battle.

#### 4 Ability Points

The amount of AP received after defeating an enemy. Overkill usually increases this amount.

#### 5 Gil

The amount of Gil received after defeating the enemy.

#### 6 Enemy Attributes

STR = Strength	AGL = Agility
DEF = Defense	LUCK = Luck
MAG = Magic	EVA = Evasion
MAG DEF = Magic Defense	ACC = Accuracy

#### 7 Special Elemental Affinities

Normal resistance is not shown. The four special affinity levels are: weakness, absorption, immunity, and half damage.

RED = fire

YELLOW = lightning

BLUE = water

WHITE = ice

WEAKNESS: Damage taken is multiplied by 1.5.

ABSORPTION: Damage taken is added to its remaining HP.

IMMUNITY: No damage taken.

HALF DAMAGE: Damage taken is halved.

#### 8 Resistance to Status Effects

Displayed on a scale of 0 to 255. "Immune" means the enemy is not affected by that status effect. Numbers in parentheses beneath "Poison" indicate the percentage of max HP lost each turn while the enemy is poisoned. Numbers in parentheses beneath "Doom" represent the number of turns until KO. Higher numbers beneath "Zanmato" indicate higher resistance to Yojimbo's Zanmato attack.

#### 9 Equipment Dropped

The odds of the enemy dropping a weapon or piece of armor, the total number of slots it would contain, and the number of slots that would be filled with Auto-Abilities.

#### 10 Items Dropped

Items dropped after a battle. Normal is an item that is dropped 7/8 of the time, while Rare refers to an item that is only dropped 1/8 of the time.

#### 11 Items Stolen

Items you can acquire by using the Steal and Mug abilities. A Normal item is obtained 3/4 of the time, while a Rare item is attained 1/4 of the time. N/A indicates that you cannot steal from the enemy.

#### 12 Bribe Required

The Gil required to bribe the enemy to leave a battle peacefully (max HP x20).

#### 13 Enemy Skills

Skills that Kimahri can learn by using the Lance ability.

#### 14 Equipment Abilities

Auto-Abilities that appear in weapons and armor dropped by the enemy.



# Achelous



HP	5100 (7500)	STR	33	AGL	20
MP	85	DEF	10	LUCK	15
AP	730	MAG	52	EVA	0
GIL	4201	MAG DEF	20	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	0	0	0 (25%)	0	Immune	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	2~3	1~3	Power Sphere	Power Sphere	Water Gem (x2)	Healing Spring	120,000	Healing Spring (x16)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength + 5%, Magic +5%, Magic +10%
Armor	MP + 10%, Auto-Med

# Adamantoise



HP	54,400 (11,036)	STR	38	AGL	15
MP	40	DEF	90	LUCK	15
AP	12,500	MAG	31	EVA	0
GIL	2200	MAG DEF	90	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	75 (5%)	80	Immune	Immune	Immune	Immune	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	Immune	Immune	0	Lv.3

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	3~4	0~2	Power Sphere (x2)	Power Sphere (x2)	Healing Water	Stamina Tablet	1,088,000	Special Sphere (x6)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Half MP Cost
Armor	SOS Shell, SOS Protect, HP +20%

# Aeroug



HP	200 (300)	STR	1	AGL	11
MP	220	DEF	1	LUCK	15
AP	92	MAG	16	EVA	13
GIL	144	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	2~3	1~3	Mana Sphere	Mana Sphere	Electro Marble	Lightning Marble	4000	Lightning Marble (x4)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike, Strength +5%, Magic +5%
Armor	Lightning Ward, Lightningproof, Magic Def +5%

# Ahriman



HP	2800 (4200)	STR	1	AGL	24
MP	400	DEF	1	LUCK	15
AP	2200	MAG	38	EVA	18
GIL	650	MAG DEF	180	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	2~3	1~3	Ability Sphere	Speed Sphere	Musk (x2)	Musk (x3)	56,000	Farplane Wind (x6)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Areas  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# Alcyone



HP	430 (645)	STR	16	AGL	26
MP	42	DEF	1	LUCK	15
AP	310	MAG	1	EVA	15
GIL	240	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-3	Speed Sphere	Speed Sphere	Smoke Bomb	Smoke Bomb (x2)	8600	Mega Phoenix (x2)	N/A

## EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Magic +3%
Armor	Dark Ward, Magic Def +5%

# Anacondaaur



HP	5800 (4060)	STR	27	AGL	16
MP	70	DEF	1	LUCK	15
AP	1380	MAG	48	EVA	0
GIL	750	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	0	0	25 (25%)	Immune	Immune	25	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1-3	1-3	Power Sphere	Power Sphere	Petrify Grenade	Petrify Grenade (x2)	116,000	Healing Water (x16)	Stone Breath

## EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch, Strength +5%, Magic +5%
Armor	Stone Ward

# Anima



HP	18,000 (1400)	STR	25	AGL	25
MP	50	DEF	1	LUCK	20
AP	2500	MAG	20	EVA	0
GIL	3000	MAG DEF	1	ACC	30

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	Immune	0	Immune	Immune	Lv.3

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2-4	1-3	Ability Sphere	Ability Sphere	Silence Grenade (x3)	Farplane Shadow	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Silencetouch, Sleptouch
Armor	Dark Ward, Silence Ward, Sleep Ward

# Aqua Flan



HP	2025 (3038)	STR	1	AGL	9
MP	1	DEF	100	LUCK	15
AP	240	MAG	22	EVA	0
GIL	340	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-2	Mana Sphere	Mana Sphere	Fish Scale (x2)	Dragon Scale (x2)	40,500	Water Gem (x15)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward

# Arms



HP	800 (500)	STR	1	AGL	0
MP	1	DEF	1	LUCK	0
AP	37	MAG	1	EVA	0
GIL	300	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
30/256	1~2	1~2	N/A	N/A	Potion	Potion	N/A	N/A	N/A

## EQUIPMENT ABILITIES

**Weapon** Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike  
**Armor** Silence Ward, Sleep Ward

# Bandersnatch



HP	1800 (2700)	STR	32	AGL	32
MP	75	DEF	1	LUCK	15
AP	820	MAG	1	EVA	11
GIL	880	MAG DEF	180	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	2~3	1~3	Power Sphere	Power Sphere	Dream Powder (x2)	Dream Powder (x3)	36,000	Dream Powder (x20)	N/A

## EQUIPMENT ABILITIES

**Weapon** Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%  
**Armor** Silence Ward, Sleep Ward

# Barbatos



HP	95,000 (13,560)	STR	42	AGL	28
MP	480	DEF	90	LUCK	15
AP	17,500	MAG	38	EVA	0
GIL	1550	MAG DEF	15	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	90	Immune	Immune	50	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2~4	1	Power Sphere	Return Sphere	Star Curtain	Blessed Gem	1,900,000	Teleport Sphere (x20)	N/A

## EQUIPMENT ABILITIES

**Weapon** Piercing  
**Armor** HP +20%

# Bashura



HP	17,000 (6972)	STR	34	AGL	16
MP	5	DEF	45	LUCK	15
AP	1860	MAG	1	EVA	0
GIL	730	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	95	25 (25%)	50	0	25	Immune	0	0	0	20	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	1~3	1~3	Power Sphere	Power Sphere	Soul Spring	Soul Spring (x2)	340,000	Stamina Tablet (x80)	N/A

## EQUIPMENT ABILITIES

**Weapon** Piercing, Strength +5%, Magic +5%, Counter  
**Armor** SOS Haste, HP +10%

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Areas  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# Basilisk



HP	2025 (924)	STR	14	AGL	9
MP	20	DEF	1	LUCK	15
AP	140	MAG	35	EVA	0
GIL	125	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (5%)	Immune	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Stone Breath
60/256	1-3	1-3	Ability Sphere	Ability Sphere	Petrify Grenade	Petrify Grenade	40,500	Petrify Grenade (x24)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch, Strength +3%, Magic +3%
Armor	Stone Ward, MP +5%

# Bat Eye



HP	380 (570)	STR	1	AGL	16
MP	280	DEF	1	LUCK	15
AP	240	MAG	29	EVA	13
GIL	320	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-2	Speed Sphere	Speed Sphere	Hi-Potion	Silence Grenade	7600	Silence Grenade (x12)	

## EQUIPMENT ABILITIES

Weapon	Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Confusion Ward, MP +5%

# Behemoth



HP	23,000 (6972)	STR	43	AGL	23
MP	480	DEF	1	LUCK	15
AP	6540	MAG	37	EVA	0
GIL	1350	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	Immune	50 (25%)	Immune	Immune	25	80	0	Immune	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Mighty Guard
128/256	2-3	1-3	Power Sphere	Power Sphere	Ether	Mana Tablet	460,000	Lv. 2 Key Sphere (x30)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Zombietouch, Strength +5%, Magic +5%
Armor	SOS Shell, SOS Protect, SOS Reflect

# Behemoth King



HP	67,500 (13,560)	STR	46	AGL	27
MP	700	DEF	25	LUCK	15
AP	16,800	MAG	44	EVA	0
GIL	1850	MAG DEF	25	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	80	80	Immune	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Mighty Guard
128/256	2-4	1-3	Power Sphere (x2)	Power Sphere (x2)	Healing Water	Twin Stars (x2)	1,350,000	Three Stars (x14)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Zombietouch, SOS Overdrive
Armor	SOS Shell, SOS Protect, SOS Reflect

# Biran Ronso



HP	Varies (2500)	STR	Varies	AGL	Kimahri's - 4
MP	200	DEF	30	LUCK	15
AP	4500	MAG	1/2 Yenke's	EVA	0
GIL	1500	MAG DEF	50	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (20)	0	0	0	Immune	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Thrust Kick, Self-Destruct, Doom, Mighty Guard
255/256	2-3	1	Return Sphere	Friend Sphere	Lv. 3 Key Sphere	Lv. 3 Key Sphere (x2)	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	Piercing
Armor	MP +20%

# Bite Bug



HP	200 (300)	STR	13	AGL	15
MP	10	DEF	1	LUCK	15
AP	40	MAG	1	EVA	12
GIL	62	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Speed Sphere	Speed Sphere	Antidote	Poison Fang	4000	Poison Fang (x2)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Poison Ward, MP +5%

# Black Element



HP	7600 (11,400)	STR	1	AGL	15
MP	500	DEF	240	LUCK	0
AP	3150	MAG	28	EVA	0
GIL	1040	MAG DEF	20	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2-4	0-2	Mana Sphere (x2)	Mana Sphere (x2)	Hi-Potion	Shining Gem (x4)	182,400	Blk Magic Sphere (x2)	

## EQUIPMENT ABILITIES

Weapon	Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fireproof, Lightning Ward, Lightningproof, Water Ward, Waterproof, Ice Ward, Iceproof

# Blue Element



HP	1500 (2250)	STR	1	AGL	9
MP	220	DEF	120	LUCK	15
AP	240	MAG	27	EVA	0
GIL	180	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	0-2	Mana Sphere	Mana Sphere	Fish Scale (x2)	Fish Scale (x3)	30,000	Water Gem (x9)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward, Waterproof

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Avatars  
1  
2  
3  
4  
5  
6  
7  
Blitzball  
Bestiary



# Bomb



HP	850 (560)	STR	19	AGL	11
MP	30	DEF	1	LUCK	15
AP	22	MAG	20	EVA	0
GIL	70	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Self-Destruct
40/256	1~2	1~2	Power Sphere	Power Sphere	Bomb Fragment (x2)	Bomb Fragment (x3)	17,000	Bomb Core (x16)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward

# Bomb



HP	2200 (1432)	STR	20	AGL	11
MP	45	DEF	1	LUCK	15
AP	620	MAG	17	EVA	0
GIL	470	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Self-Destruct
8/256	1~2	1~2	Power Sphere	Power Sphere	Bomb Core (x2)	Bomb Core (x3)	44,000	Fire Gem	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward

# Buer



HP	230 (345)	STR	1	AGL	12
MP	250	DEF	1	LUCK	15
AP	92	MAG	22	EVA	12
GIL	132	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Speed Sphere	Speed Sphere	Hi-Potion	Musk	4600	Musk (x2)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, MP +5%

# Bunyip



HP	400 (600)	STR	22	AGL	6
MP	15	DEF	1	LUCK	15
AP	48	MAG	1	EVA	0
GIL	97	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Power Sphere	Power Sphere	Hi-Potion	Hypello Potion	8000	Hypello Potion (x16)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +3%

# Cactuar



HP	800 (1200)	STR	23	AGL	24
MP	1	DEF	1	LUCK	15
AP	8000	MAG	1	EVA	20
GIL	1500	MAG DEF	255	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	Immune	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-3	1-2	Speed Sphere (x2)	Speed Sphere (x3)	Chocobo Feather	Chocobo Wing	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Initiative
Armor	HP Stroll, MP Stroll, HP +10%

# Cave Iguion



HP	550 (825)	STR	24	AGL	21
MP	1	DEF	1	LUCK	15
AP	240	MAG	1	EVA	9
GIL	300	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Speed Sphere	Power Sphere	Soft	Petrify Grenade	11,000	Petrify Grenade (x6)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Slow Ward, Defense +5%

# Chimera



HP	5250 (1432)	STR	25	AGL	9
MP	130	DEF	1	LUCK	15
AP	1220	MAG	22	EVA	0
GIL	970	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (10%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Aqua Breath
60/256	1-2	1-2	Ability Sphere	Ability Sphere (x2)	Shining Gem	Lightning Marble	105,000	Mana Tablet (x10)	Aqua Breath

## EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	Magic Def +10%

# Chimera



HP	9000 (1432)	STR	30	AGL	10
MP	200	DEF	1	LUCK	15
AP	2000	MAG	25	EVA	0
GIL	980	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Aqua Breath
60/256	1-2	1-2	Ability Sphere	Ability Sphere (x2)	Arctic Wind (x3)	Lightning Marble (x3)	180,000	Underdog's Secret (x15)	Aqua Breath

## EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	Magic Def +10%

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Areas  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# Chimera Brain



HP	9800 (4060)	STR	34	AGL	14
MP	250	DEF	10	LUCK	15
AP	1200	MAG	32	EVA	0
GIL	1000	MAG DEF	10	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	0	25 (10%)	0	0	25	0	25	0	0	0	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Aqua Breath
60/256	2-3	1-3	Ability Sphere	Ability Sphere (x2)	Ice Gem	Lightning Gem (x2)	196,000	Lv. 4 Key Sphere (x2)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	Magic Def +10%

# Chocobo Eater



HP	10,000 (800)	STR	25	AGL	12
MP	5	DEF	25	LUCK	15
AP	90	MAG	20	EVA	0
GIL	970	MAG DEF	35	ACC	25

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	0	40 (5%)	Immune	0	Immune	50	50	50	50	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-2	1-2	Lv. 1 Key Sphere (x2) (if falls)	Lv. 1 Key Sphere (x2) (if falls)	Potion	Potion	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +5%, Strength +10%, Magic +5% , Magic +10%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

# Coerl



HP	6000 (4060)	STR	38	AGL	18
MP	480	DEF	1	LUCK	15
AP	1300	MAG	26	EVA	0
GIL	1100	MAG DEF	40	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	95	0	25 (25%)	Immune	0	25	0	25	0	0	Immune	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	2-3	1-3	Mana Sphere	Mana Sphere (x2)	Mana Spring	Mana Spring	120,000	Friend Sphere (x2)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Deathtouch, Strength +5%, Magic +5%
Armor	Death Ward, Defense +10%, Magic Def +10%

# Condor



HP	95 (143)	STR	9	AGL	11
MP	15	DEF	1	LUCK	15
AP	2	MAG	1	EVA	10
GIL	12	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	1-2	Speed Sphere	Speed Sphere	Phoenix Down	Smoke Bomb	1900	Smoke Bomb (x3)	N/A

## EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Magic +3%
Armor	Dark Ward, Magic Def +3%

# Crawler



HP	16,000 (4000)	STR	25	AGL	20
MP	1	DEF	100	LUCK	15
AP	4400	MAG	30	EVA	0
GIL	7000	MAG DEF	50	ACC	30

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	Immune	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	2-4	1-3	Elixir	Elixir (x2)	Lunar Curtain	Lunar Curtain (x2)	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Alchemy
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

# Dark Element



HP	1800 (2700)	STR	1	AGL	11
MP	280	DEF	190	LUCK	15
AP	810	MAG	30	EVA	0
GIL	520	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1	0-1	Mana Sphere	Mana Sphere (x2)	Shining Thorn	Shining Thorn (x2)	36,000	Return Sphere (x3)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fire Ward, Lightning Ward, Lightningproof, Water Ward, Ice Ward

# Dark Flan



HP	12,800 (19,200)	STR	1	AGL	11
MP	250	DEF	220	LUCK	15
AP	3750	MAG	30	EVA	0
GIL	1080	MAG DEF	200	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	80	20	Immune	Immune	95	0	0	0	0	0	0	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	White Wind
128/256	2-3	1-3	Mana Sphere	Mana Sphere (x2)	Star Curtain	Star Curtain (x2)	256,000	Wht Magic Sphere (x2)	White Wind

## EQUIPMENT ABILITIES

Weapon	Piercing, Magic +5%, Magic +10%
Armor	MP +10%, MP +20%

# Defender



HP	12,000 (4060)	STR	40	AGL	11
MP	1	DEF	1	LUCK	15
AP	2700	MAG	5	EVA	0
GIL	1300	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	95	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (10)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	2-4	1-3	Power Sphere (x2)	Power Sphere (x2)	Lunar Curtain	Lunar Curtain (x2)	240,000	Stamina Tablet (x20)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%
Armor	SOS Protect, Defense +10%

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Avatars  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# Defender X



HP	64,000 (4060)	STR	42	AGL	20
MP	1	DEF	30	LUCK	15
AP	6600	MAG	5	EVA	0
GIL	3500	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	95	Immune	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (10)	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	1-3	1-3	Lv. 2 Key Sphere	Lv. 2 Key Sphere	Lunar Curtain (x4)	Lunar Curtain (x4)	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningtouch, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silenceproof, Sleep Ward, Magic Def +3%

# Defender Z



HP	42,300 (8848)	STR	45	AGL	16
MP	1	DEF	70	LUCK	15
AP	6000	MAG	5	EVA	0
GIL	2400	MAG DEF	70	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	20	Immune	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (10)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	2-4	1-3	Lv. 2 Key Sphere	Lv. 3 Key Sphere	Lunar Curtain (x2)	Lunar Curtain (x2)	846,000	Designer Wallet (x5)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%, Strength +10%
Armor	SOS Protect, Defense +10%

# Demonolith



HP	45,000 (13,560)	STR	33	AGL	18
MP	9999	DEF	1	LUCK	15
AP	11,000	MAG	99	EVA	0
GIL	1470	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	50	50	Immune	Immune	0	Immune	50	0	0	0	0	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (10)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2-4	1-3	Mana Sphere (x2)	Mana Sphere (x2)	Petrify Grenade (x2)	Petrify Grenade (x2)	900,000	Lv. 3 Key Sphere (x40)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch, Stonestrike
Armor	Stone Ward, Stoneproof, No Encounters

# Dingo



HP	125 (188)	STR	13	AGL	10
MP	10	DEF	1	LUCK	15
AP	2	MAG	1	EVA	5
GIL	15	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	1-2	Power Sphere	Power Sphere	Potion	Sleeping Powder	2500	Sleeping Powder (x4)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silencetouch, Sleptouch, Magic Def +3%

# Dinonix



HP	140 (210)	STR	14	AGL	13
MP	25	DEF	1	LUCK	15
AP	9	MAG	1	EVA	5
GIL	27	MAG DEF	120	ACC	0

WEAKNESS x 1.5 ●●●●●●●●

ABSORPTION + ●●●●●●●●

IMMUNITY / ●●●●●●●●

HALF DAMAGE 1/2 ●●●●●●●●

### RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	1-2	Speed Sphere	Power Sphere	Soft	Petrify Grenade	2800	Petrify Grenade (x2)	

### EQUIPMENT ABILITIES

- Weapon** Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
- Armor** Slow Ward, Defense +3%

# Dual Horn



HP	1875 (560)	STR	22	AGL	12
MP	18	DEF	1	LUCK	15
AP	42	MAG	3	EVA	0
GIL	105	MAG DEF	1	ACC	0

WEAKNESS x 1.5 ●●●●●●●●

ABSORPTION + ●●●●●●●●

IMMUNITY / ●●●●●●●●

HALF DAMAGE 1/2 ●●●●●●●●

### RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	20	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Blaze
128/256	1-2	1-2	Ability Sphere	Ability Sphere	Potion	Hi-Potion	37,500	Hi-Potion (x60)	

### EQUIPMENT ABILITIES

- Weapon** Piercing, Firestrike, Silencetouch
- Armor** HP +5%

# Dual Horn



HP	3795 (1432)	STR	27	AGL	17
MP	22	DEF	1	LUCK	15
AP	820	MAG	8	EVA	0
GIL	520	MAG DEF	1	ACC	0

WEAKNESS x 1.5 ●●●●●●●●

ABSORPTION + ●●●●●●●●

IMMUNITY / ●●●●●●●●

HALF DAMAGE 1/2 ●●●●●●●●

### RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	20	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Blaze
60/256	1-2	1-2	Ability Sphere	Ability Sphere	Hi-Potion	Mega-Potion	75,900	Mega-Potion (x25)	

### EQUIPMENT ABILITIES

- Weapon** Piercing, Firestrike, Silencetouch
- Armor** HP +5%, HP +10%

# Epaaj



HP	8700 (4060)	STR	28	AGL	28
MP	25	DEF	20	LUCK	15
AP	970	MAG	1	EVA	0
GIL	950	MAG DEF	20	ACC	0

WEAKNESS x 1.5 ●●●●●●●●

ABSORPTION + ●●●●●●●●

IMMUNITY / ●●●●●●●●

HALF DAMAGE 1/2 ●●●●●●●●

### RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	95	Immune	0	0	0	Immune	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2-4	1-3	Ability Sphere	Ability Sphere	Hi-Potion	Hi-Potion (x2)	174,000	Farplane Wind (x25)	

### EQUIPMENT ABILITIES

- Weapon** Piercing, Strength +5%, Magic +5%, SOS Overdrive
- Armor** Defense +5%

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Areas  
1  
2  
3  
4  
5  
6  
7  
Side-Quests & Secrets  
Blitzball  
Bestiary



# Evil Eye



HP	310 (465)	STR	1	AGL	15
MP	300	DEF	1	LUCK	15
AP	300	MAG	26	EVA	13
GIL	205	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-3	Speed Sphere	Speed Sphere	Musk	Musk (x2)	6200	Musk (x3)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, MP +10%,

# Evil Eye



HP	430 (645)	STR	1	AGL	17
MP	310	DEF	1	LUCK	15
AP	480	MAG	25	EVA	13
GIL	280	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-3	Speed Sphere	Speed Sphere	Musk	Musk (x2)	8600	Musk (x4)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Confuse Ward, MP +5%

# Evrae



HP	32,000 (2000)	STR	36	AGL	20
MP	500	DEF	1	LUCK	15
AP	5400	MAG	30	EVA	0
GIL	2600	MAG DEF	1	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	50	Immune	Immune	50	Immune	0	Immune	Immune	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (30)	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1-3	1-2	Blk Magic Sphere	Blk Magic Sphere	Water Gem	Water Gem (x2)	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch
Armor	Stone Ward

# Evrae Altana



HP	16,384 (2000)	STR	32	AGL	25
MP	200	DEF	1	LUCK	15
AP	5800	MAG	27	EVA	0
GIL	3000	MAG DEF	1	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	50	Immune	Immune	50	All the time	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	1-3	1-2	Blk Magic Sphere	Blk Magic Sphere	Water Gem (x2)	Stamina Spring	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Stonetouch
Armor	Stone Ward

# Exoray



HP	7400 (11,100)	STR	1	AGL	14
MP	300	DEF	1	LUCK	15
AP	2400	MAG	24	EVA	0
GIL	840	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

### RESISTANCE TO STATUS EFFECTS

SLEEP	20	SILENCE	20	DARKNESS	Immune	POISON	0 (25%)	PETR	0	SLOW	0	ZOMBIE	Immune	PWR BR	0	MAG BR	0	ARM BR	0	MENT BR	0	THREATEN	0	DEATH	0	PROVOKE	0
DOOM	0 (1)	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	0	REGEN	0	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	0	DELAY	0	EJECT	0	ZANMATO	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	2-3	1-3	Mana Sphere (x2)	Mana Sphere (x2)	Silence Grenade	Ether	148,000	Turbo Ether	

### EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Defense +5%
Armor	MP +10%

# Extractor



HP	4000 (600)	STR	23	AGL	15
MP	10	DEF	1	LUCK	15
AP	660	MAG	15	EVA	0
GIL	2400	MAG DEF	1	ACC	30

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

### RESISTANCE TO STATUS EFFECTS

SLEEP	Immune	SILENCE	Immune	DARKNESS	Immune	POISON	Immune	PETR	Immune	SLOW	0	ZOMBIE	Immune	PWR BR	0	MAG BR	0	ARM BR	0	MENT BR	0	THREATEN	0	DEATH	Immune	PROVOKE	50
DOOM	Immune	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	0	REGEN	Immune	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	0	DELAY	0	EJECT	Immune	ZANMATO	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-3	1-3	Mega Phoenix	Mega Phoenix (x2)	Potion	Potion	N/A	N/A	

### EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

# Fallen Monk



HP	3300 (4950)	STR	28	AGL	27
MP	1	DEF	40	LUCK	15
AP	1200	MAG	33	EVA	0
GIL	540	MAG DEF	40	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

### RESISTANCE TO STATUS EFFECTS

SLEEP	80	SILENCE	Immune	DARKNESS	95	POISON	50 (25%)	PETR	50	SLOW	Immune	ZOMBIE	All the time	PWR BR	Immune	MAG BR	Immune	ARM BR	0	MENT BR	0	THREATEN	Immune	DEATH	Immune	PROVOKE	Immune
DOOM	0 (15)	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	0	REGEN	0	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	0	DELAY	Immune	EJECT	0	ZANMATO	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Ability Sphere	Ability Sphere	Candle of Life (x2)	Purifying Salt	N/A	N/A	

### EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Zombie Ward, Magic Def +5%

# Fallen Monk



HP	3300 (4950)	STR	28	AGL	27
MP	1	DEF	40	LUCK	15
AP	1200	MAG	33	EVA	0
GIL	540	MAG DEF	40	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

### RESISTANCE TO STATUS EFFECTS

SLEEP	80	SILENCE	Immune	DARKNESS	95	POISON	50 (25%)	PETR	50	SLOW	Immune	ZOMBIE	All the time	PWR BR	Immune	MAG BR	Immune	ARM BR	0	MENT BR	0	THREATEN	Immune	DEATH	Immune	PROVOKE	Immune
DOOM	0 (15)	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	0	REGEN	0	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	0	DELAY	Immune	EJECT	0	ZANMATO	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Ability Sphere	Ability Sphere	Candle of Life (x2)	Purifying Salt	N/A	N/A	

### EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Zombie Ward, Magic Def +5%

Game Basics  
Items and Equipment  
Characters & Areas  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# Flame Flan



HP	1500 (2250)	STR	1	AGL	6
MP	200	DEF	180	LUCK	15
AP	480	MAG	20	EVA	0
GIL	448	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●○
ABSORPTION	+	●●●●●●
IMMUNITY	/	●●●●●●
HALF DAMAGE	1/2	●●●●●○

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-2	Mana Sphere	Mana Sphere	Fire Gem	Fire Gem (x2)	30,000	Fire Gem (x10)	N/A

## EQUIPMENT ABILITIES

- Weapon: Piercing, Firestrike
- Armor: Fire Ward, Fireproof

# Floating Death



HP	6700 (10,050)	STR	1	AGL	33
MP	520	DEF	1	LUCK	15
AP	7100	MAG	45	EVA	18
GIL	1265	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	●●●●●○
ABSORPTION	+	●●●●●●
IMMUNITY	/	●●●●●●
HALF DAMAGE	1/2	●●●●●○

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2-4	1-3	Mana Sphere (x2)	Mana Sphere (x2)	Musk (x4)	Musk (x5)	134,000	Gambler's Spirit (x10)	N/A

## EQUIPMENT ABILITIES

- Weapon: Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
- Armor: Confuse Ward, Confuseproof, MP +10%

# Floating Eye



HP	140 (210)	STR	1	AGL	10
MP	200	DEF	1	LUCK	15
AP	21	MAG	18	EVA	11
GIL	44	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	●●●●●○
ABSORPTION	+	●●●●●●
IMMUNITY	/	●●●●●●
HALF DAMAGE	1/2	●●●●●○

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-2	1-2	Speed Sphere	Speed Sphere	Echo Screen	Musk	2800	Musk	N/A

## EQUIPMENT ABILITIES

- Weapon: Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
- Armor: Confuse Ward, MP +5%

# Funguar



HP	540 (810)	STR	1	AGL	4
MP	60	DEF	1	LUCK	15
AP	44	MAG	26	EVA	0
GIL	42	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●○
ABSORPTION	+	●●●●●●
IMMUNITY	/	●●●●●●
HALF DAMAGE	1/2	●●●●●○

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-3	Mana Sphere	Mana Sphere	Silence Grenade	Ether	10,800	Turbo Ether (x2)	N/A

## EQUIPMENT ABILITIES

- Weapon: Piercing, Sleeptouch, Strength +3%, Magic +3%
- Armor: Sleep Ward, MP +%5

# Gandarva



HP	148 (220)	STR	1	AGL	9
MP	160	DEF	1	LUCK	15
AP	32	MAG	23	EVA	12
GIL	62	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	20	SILENCE	20	DARKNESS	20	POISON	0 (25%)	PETR	0	SLOW	0	ZOMBIE	0	PWR BR	0	MAG BR	0	ARM BR	0	MENT BR	0	THREATEN	0	DEATH	0	PROVOKE	0
DOOM	0	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	0	REGEN	0	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	0	DELAY	0	EJECT	0	ZANMATO	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	1-2	Mana Sphere	Mana Sphere	Electro Marble	Electro Marble (x2)	2960	Lightning Marble (x3)	

## EQUIPMENT ABILITIES

- Weapon** Piercing, Lightningstrike, Strength +3%, Magic +3%
- Armor** Lightning Ward, Magic Def +3%

# Garm



HP	240 (360)	STR	17	AGL	16
MP	35	DEF	1	LUCK	15
AP	48	MAG	1	EVA	7
GIL	88	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	20	SILENCE	20	DARKNESS	20	POISON	0 (25%)	PETR	0	SLOW	0	ZOMBIE	0	PWR BR	0	MAG BR	0	ARM BR	0	MENT BR	0	THREATEN	0	DEATH	0	PROVOKE	0
DOOM	0 (1)	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	0	REGEN	0	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	0	DELAY	0	EJECT	0	ZANMATO	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Power Sphere	Power Sphere	Hi-Potion	Sleeping Powder	4800	Sleeping Powder (x7)	

## EQUIPMENT ABILITIES

- Weapon** Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
- Armor** Silence Ward, Sleep Ward, Magic Def +3%

# Garuda



HP	1400 (2100)	STR	13	AGL	7
MP	50	DEF	1	LUCK	15
AP	8	MAG	10	EVA	0
GIL	30	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	Immune	SILENCE	20	DARKNESS	0	POISON	0 (25%)	PETR	0	SLOW	0	ZOMBIE	Immune	PWR BR	0	MAG BR	0	ARM BR	0	MENT BR	0	THREATEN	Immune	DEATH	0	PROVOKE	Immune
DOOM	0 (3)	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	0	REGEN	0	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	0	DELAY	0	EJECT	0	ZANMATO	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-2	1-2	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

- Weapon** Piercing, Darktouch, Strength +3%, Magic +3%
- Armor** NulDark

# Garuda



HP	1800 (500)	STR	18	AGL	10
MP	10	DEF	1	LUCK	15
AP	28	MAG	12	EVA	0
GIL	0	MAG DEF	1	ACC	20

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	Immune	SILENCE	0	DARKNESS	0	POISON	0 (10%)	PETR	Immune	SLOW	0	ZOMBIE	0	PWR BR	0	MAG BR	0	ARM BR	0	MENT BR	0	THREATEN	0	DEATH	0	PROVOKE	0
DOOM	0 (3)	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	0	REGEN	0	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	0	DELAY	0	EJECT	0	ZANMATO	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-3	1-3	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

- Weapon** Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
- Armor** Dark Ward

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Areas  
1  
2  
3  
4  
5  
6  
7  
Blitzball  
Bestiary



# Garuda



HP	4000 (560)	STR	21	AGL	14
MP	50	DEF	1	LUCK	15
AP	170	MAG	40	EVA	0
GIL	140	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	0	0 (25%)	Immune	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	1-2	1-2	Power Sphere	Power Sphere	Smoke Bomb	Smoke Bomb (x2)	80,000	Smoke Bomb (x99)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Strength +3%, Magic +3%
Armor	Dark Ward

# Gemini



HP	36,000 (13,560)	STR	33	AGL	21
MP	1	DEF	50	LUCK	0
AP	7800	MAG	1	EVA	1
GIL	1111	MAG DEF	30	ACC	9

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	20	20	90	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
80/256	2-4	1-2	Power Sphere	Power Sphere (x2)	Light Curtain	Light Curtain (x2)	720,000	Stamina Tonic (x10)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningtouch, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silenceproof, Sleep Ward, Magic Def +3%

# Geneaux's Tentacle



HP	450 (500)	STR	14	AGL	10
MP	10	DEF	1	LUCK	10
AP	5	MAG	1	EVA	0
GIL	30	MAG DEF	1	ACC	20

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Ability Sphere	Ability Sphere	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# Geosgaeno



HP	32,767 (32,767)	STR	36	AGL	48
MP	128	DEF	50	LUCK	15
AP	0	MAG	40	EVA	0
GIL	0	MAG DEF	50	ACC	50

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	95 (10%)	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# Ghost



HP	9999 (4060)	STR	1	AGL	14
MP	350	DEF	120	LUCK	15
AP	1450	MAG	33	EVA	0
GIL	810	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (7)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Doom
60/256	2-3	1-3	Mana Sphere	Mana Sphere	Phoenix Down	Farplane Shadow	199,980	Mega Phoenix (x38)	

## EQUIPMENT ABILITIES

- Weapon: Piercing, Magic +5%, Magic +10%
- Armor: Death Ward, MP +10%, No Encounters

# Gold Element



HP	1200 (1800)	STR	1	AGL	7
MP	180	DEF	120	LUCK	15
AP	92	MAG	32	EVA	0
GIL	107	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	0-2	Mana Sphere	Mana Sphere	Electro Marble	Electro Marble (x2)	24,000	Lightning Marble (x20)	

## EQUIPMENT ABILITIES

- Weapon: Piercing, Lightningstrike
- Armor: Lightning Ward, Lightningproof

# Grat



HP	4000 (6000)	STR	28	AGL	12
MP	25	DEF	50	LUCK	15
AP	980	MAG	1	EVA	0
GIL	520	MAG DEF	50	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	20	Immune	25 (25%)	25	Immune	Immune	0	0	0	0	0	50	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Seed Cannon
16/256	2-3	1-3	Mana Sphere	Mana Sphere	Antidote (x4)	Remedy (x3)	80,000	Remedy (x40)	

## EQUIPMENT ABILITIES

- Weapon: Piercing, Poisonstouch, Strength +5%, Magic +5%
- Armor: Poison Ward, HP +5%, HP +10%

# Great Malboro



HP	64,000 (13,560)	STR	36	AGL	18
MP	1	DEF	1	LUCK	15
AP	21,000	MAG	42	EVA	0
GIL	1900	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	50	50	50	50	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	Immune	0	0	0	0	0	0	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Bad Breath
128/256	3-4	1-3	Mana Sphere (x2)	Mana Sphere (x2)	Remedy	Mana Tonic	1,280,000	Wings to Discovery (x8)	

## EQUIPMENT ABILITIES

- Weapon: Piercing, Darktouch, Silencetouch, Sleepstouch, Poisonstouch
- Armor: Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Avatars  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# Grenade



HP	7500 (5384)	STR	26	AGL	17
MP	63	DEF	1	LUCK	15
AP	1350	MAG	24	EVA	0
GIL	540	MAG DEF	150	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	95	25 (25%)	50	0	Immune	0	0	0	0	Immune	50	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Self-Destruct
40/256	2-3	1-2	Power Sphere	Power Sphere	Fire Gem (x2)	Fire Gem (x3)	150,000	Shining Gem (x12)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fire Ward, Fireproof

# Grendel



HP	9500 (6972)	STR	41	AGL	31
MP	62	DEF	50	LUCK	15
AP	2600	MAG	23	EVA	0
GIL	730	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	95	25 (25%)	25	Immune	25	0	Immune	0	0	0	50	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Blaze
128/256	2-4	1-3	Ability Sphere	Ability Sphere (x2)	Hi-Potion	Mega-Potion	190,000	Mega-Potion (x60)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Silencetouch
Armor	HP +10%,

# Grothia



HP	8000 (2550)	STR	23	AGL	18
MP	600	DEF	10	LUCK	15
AP	0	MAG	21	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# Guado Guardian



HP	1200 (1432)	STR	1	AGL	20
MP	330	DEF	1	LUCK	15
AP	290	MAG	14	EVA	0
GIL	480	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	0	25 (25%)	25	Immune	0	0	Immune	0	0	Immune	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Ability Sphere	Ability Sphere	Hi-Potion	X-Potion	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	HP +5%, MP +5%, Magic Def +3%

# Guado Guardian



HP	2000 (2000)	STR	10	AGL	12
MP	10	DEF	1	LUCK	15
AP	290	MAG	15	EVA	0
GIL	300	MAG DEF	1	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

### RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	0	0 (25%)	0	0	0	0	0	0	0	0	10	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	0	0	0	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-3	1-3	Ability Sphere	Ability Sphere	Hi-Potion	Ether	40,000	Ether (x10)	

### EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	HP +5%, MP +5%, Magic Def +3%

# Guado Guardian



HP	2600 (1432)	STR	1	AGL	20
MP	600	DEF	1	LUCK	15
AP	540	MAG	24	EVA	0
GIL	380	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

### RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	0	25 (25%)	25	0	0	0	Immune	0	0	Immune	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Ability Sphere	Ability Sphere	Hi-Potion	X-Potion (x2)	52,000	X-Potion (x30)	

### EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	HP +5%, MP +5%, Magic Def +3%

# Halma



HP	13,000 (13,560)	STR	46	AGL	23
MP	1	DEF	1	LUCK	15
AP	5300	MAG	1	EVA	0
GIL	1030	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

### RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	2-4	1-3	Power Sphere	Power Sphere (x2)	Hypello Potion (x3)	Shadow Gem (x2)	260,000	Supreme Gem (x20)	

### EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Berserkproof

# Head



HP	400:1 <sup>st</sup> ; 1000:2 <sup>nd</sup> (800)	STR	1	AGL	15
MP	200	DEF	1	LUCK	0
AP	48	MAG	1	EVA	0
GIL	200	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

### RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
30/256	1-2	1-2	N/A	N/A	Potion	Potion	N/A	N/A	

### EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Areas  
1  
2  
3  
4  
5  
6  
7  
Blitzball  
Bestiary



# ICE FLAN



HP	1350 (2025)	STR	1	AGL	9
MP	160	DEF	120	LUCK	15
AP	300	MAG	21	EVA	0
GIL	188	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-2	Mana Sphere	Mana Sphere	Arctic Wind	Arctic Wind (x2)	27,000	Ice Gem (x9)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Ice Ward, Iceproof

# IGUION



HP	370 (555)	STR	23	AGL	19
MP	70	DEF	1	LUCK	15
AP	240	MAG	1	EVA	8
GIL	138	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Speed Sphere	Power Sphere	Soft	Petrify Grenade	7400	Petrify Grenade (x5)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +5%

# IMP



HP	880 (1320)	STR	1	AGL	24
MP	300	DEF	1	LUCK	15
AP	770	MAG	25	EVA	16
GIL	610	MAG DEF	180	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1	1	Mana Sphere	Mana Sphere	Lightning Gem	Lightning Gem (x2)	17,600	Lv.1 Key Sphere (x4)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike, Strength +5%, Magic +5%
Armor	Lightning Ward, Lightningproof

# IPIRIA



HP	180 (270)	STR	15	AGL	13
MP	35	DEF	1	LUCK	15
AP	24	MAG	1	EVA	7
GIL	46	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	1-2	Speed Sphere	Power Sphere	Soft	Petrify Grenade	3600	Petrify Grenade (x3)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Defense +3%

# IRON GIANT



HP	3600 (924)	STR	30	AGL	7
MP	1	DEF	1	LUCK	15
AP	800	MAG	1	EVA	0
GIL	600	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
50	Immune	95	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	2-3	1-3	Power Sphere (x2)	Power Sphere (x3)	Light Curtain	Light Curtain	72,000	Stamina Tonic	

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Strength +10%, Magic +5%, Magic +10%
Armor	SOS Regen, HP +5%, HP +10%

# KILLER BEE



HP	110 (165)	STR	8	AGL	8
MP	5	DEF	1	LUCK	15
AP	9	MAG	1	EVA	10
GIL	23	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	1-2	Speed Sphere	Speed Sphere	Antidote	Poison Fang	2200	Poison Fang	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Poisonstrike, Strength +3%, Magic +3%
Armor	Poison Ward, MP +5%

# KIMAHRI



HP	750 (300)	STR	10	AGL	15
MP	10	DEF	15	LUCK	15
AP	3	MAG	8	EVA	0
GIL	100	MAG DEF	5	ACC	10

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-2	1-2	Ability Sphere (x2)	Ability Sphere (x2)	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	Sensor, Piercing
Armor	Defense +5%

# KLIKK



HP	1500 (400)	STR	14	AGL	4
MP	5	DEF	1	LUCK	15
AP	5	MAG	1	EVA	0
GIL	50	MAG DEF	1	ACC	50

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Ability Sphere (x2)	Ability Sphere (x2)	Grenade	Grenade (x2)	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Areas  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# KUSARIQQU



HP	445 (668)	STR	32	AGL	7
MP	31	DEF	1	LUCK	15
AP	92	MAG	35	EVA	0
GIL	112	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-3	Power Sphere	Power Sphere	Hi-Potion	Silver Hourglass	8900	Silver Hourglass (x20)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, HP +5%

# LAMASHTU



HP	275 (413)	STR	23	AGL	6
MP	21	DEF	1	LUCK	15
AP	32	MAG	20	EVA	0
GIL	72	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-2	1-2	Power Sphere	Power Sphere	Potion	Silver Hourglass	5500	Silver Hourglass (x10)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, HP +5%

# LAND WORM



HP	80,000 (13,560)	STR	55	AGL	21
MP	160	DEF	10	LUCK	15
AP	22,000	MAG	50	EVA	0
GIL	2200	MAG DEF	10	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	20	20	0 (2%)	Immune	Immune	Immune	50	50	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (10)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	3-4	1-3	Power Sphere	Lv. 4 Key Sphere	Stamina Spring	Stamina Spring	1,600,000	Dark Matter (x2)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Slowtouch, Slowstrike, Strength +5%, Defense +5%
Armor	HP +10%, Auto-Potion

# LARVA



HP	1498 (924)	STR	10	AGL	10
MP	1000	DEF	40	LUCK	15
AP	262	MAG	19	EVA	0
GIL	330	MAG DEF	45	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	Immune	Immune	0	Immune	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	1-2	1-2	Ability Sphere	Ability Sphere	Lunar Curtain	Lunar Curtain (x2)	29,960	Shining Thorn (x10)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Lightning Ward

# LEFT FIN



HP	65,000 (10,000)	STR	30	AGL	20
MP	999	DEF	100	LUCK	15
AP	16,000	MAG	30	EVA	0
GIL	10,000	MAG DEF	50	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	3-4	1-2	HP Sphere	HP Sphere	Mega-Potion	Supreme Gem	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Poisonstrike
Armor	Poisonproof

# LORD OCHU



HP	4649 (800)	STR	15	AGL	8
MP	39	DEF	1	LUCK	20
AP	40	MAG	23	EVA	0
GIL	420	MAG DEF	1	ACC	10

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	Immune	Immune	0	0	0	0	0	0	0	0	0	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-3	1-3	MP Sphere	HP Sphere	Potion	Potion	92,980	Remedy (x80)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Poisons touch, Strength +5%, Magic +5%
Armor	Darkness Ward, Silence Ward, Sleep Ward, Stone Ward, Confuse Ward, Berserk Ward

# MACHEA



HP	18,000 (13,560)	STR	35	AGL	39
MP	59	DEF	55	LUCK	15
AP	8300	MAG	1	EVA	0
GIL	1450	MAG DEF	10	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	95	Immune	0	0	0	Immune	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2-4	1-3	Mana Sphere	Lv. 3 Key Sphere	Hi-Potion (x2)	Stamina Tonic	360,000	Chocobo Wing (x60)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%, SOS Overdrive
Armor	Defense +10%, Defense +20%

# MAELSPIKE



HP	10,000 (7500)	STR	40	AGL	14
MP	35	DEF	50	LUCK	15
AP	600	MAG	33	EVA	0
GIL	330	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	0	Immune	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	2-4	1-2	Mana Sphere	Mana Sphere	Water Gem (x2)	Water Gem (x3)	200,000	Attribute Sphere	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%
Armor	Zombie Ward, Defense +5%, Defense +10%

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Areas  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# MAFDET



HP	710 (1065)	STR	29	AGL	9
MP	25	DEF	1	LUCK	15
AP	300	MAG	1	EVA	0
GIL	172	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Power Sphere	Power Sphere	Hi-Potion	Hypello Potion	14,200	Hypello Potion (x28)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +5%

# MAGIC URN



HP	999,999 (9,999,999)	STR	1	AGL	0
MP	9999	DEF	255	LUCK	0
AP	0	MAG	40	EVA	0
GIL	0	MAG DEF	255	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (200)	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# MALBORO



HP	27,000 (4060)	STR	32	AGL	10
MP	1	DEF	1	LUCK	15
AP	2200	MAG	32	EVA	0
GIL	1500	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	Immune	0	0	0	0	0	0	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Bad Breath
128/286	2-4	1-3	Mana Sphere (x2)	Mana Sphere (x2)	Remedy	Remedy	540,000	Wings to Discovery (x4)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Silencetouch, Sleptouch, Poisontouch
Armor	Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward

# MANDRAGORA



HP	31,000 (5384)	STR	34	AGL	13
MP	120	DEF	12	LUCK	15
AP	6230	MAG	40	EVA	0
GIL	1200	MAG DEF	15	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	95	Immune	25 (5%)	25	Immune	Immune	0	0	0	0	Immune	50	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2-3	1-3	Mana Sphere	Mana Sphere	Remedy (x2)	Remedy (x3)	620,000	Return Sphere (x24)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +5%, Magic +5%
Armor	Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confuse Ward, Berserk Ward

# MASTER COEURL



HP	13,000 (13,560)	STR	42	AGL	23
MP	540	DEF	1	LUCK	15
AP	6500	MAG	38	EVA	0
GIL	2030	MAG DEF	40	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	2-4	1-3	Lv. 1 Key Sphere	Friend Sphere	Farplane Shadow (x2)	Farplane Shadow (x4)	260,000	Warp Sphere	

## EQUIPMENT ABILITIES

Weapon	Piercing, Deathtouch, Strength +5%, Magic +5%, Magic +10%
Armor	Death Ward, Deathproof, Defense +10%, Magic Def +10%

# MASTER TONBERRY



HP	48,000 (13,560)	STR	47	AGL	18
MP	1	DEF	10	LUCK	15
AP	20,000	MAG	52	EVA	0
GIL	2400	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
99	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (25)	0	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv. 1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	3-4	0-2	Power Sphere	Teleport Sphere	Mana Spring	Tetra Elemental	960,000	Pendulum (x3)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Deathstrike, Slowstrike
Armor	Death Ward, Deathproof

# MAZE LARVA



HP	2222 (2108)	STR	11	AGL	15
MP	1111	DEF	40	LUCK	0
AP	1850	MAG	24	EVA	0
GIL	620	MAG DEF	45	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

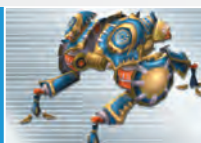
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	Immune	0	Immune	0	0	0	0	0	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	1-3	1-2	Ability Sphere	Ability Sphere	Fish Scale (x2)	Dragon Scale (x2)	44,400	Water Gem (x14)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Sleeptouch
Armor	Sleep Ward, Magic Def +5%

# MECH DEFENDER



HP	8700 (5384)	STR	40	AGL	7
MP	1	DEF	15	LUCK	15
AP	950	MAG	1	EVA	0
GIL	880	MAG DEF	10	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	2-4	1-3	Phoenix Down	Mega Phoenix	Al Bhed Potion (x2)	Al Bhed Potion (x3)	174,000	Al Bhed Potion (x99)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Areas  
1  
2  
3  
4  
5  
6  
7  
Blitzball  
Bestiary



# MECH GUARD



HP	1280 (1432)	STR	25	AGL	10
MP	1	DEF	1	LUCK	15
AP	310	MAG	1	EVA	0
GIL	600	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-3	Hi-Potion	Hi-Potion	Grenade (x2)	Grenade (x3)	25,600	Grenade (x50)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

# MECH GUNNER



HP	2800 (1432)	STR	31	AGL	6
MP	1	DEF	10	LUCK	15
AP	540	MAG	1	EVA	0
GIL	800	MAG DEF	10	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2-3	1-3	Hi-Potion (x2)	Hi-Potion (x2)	Al Bhed Potion	Al Bhed Potion (x2)	56,000	Al Bhed Potion (x40)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

# MECH HUNTER



HP	5500 (4060)	STR	36	AGL	8
MP	1	DEF	10	LUCK	15
AP	820	MAG	1	EVA	0
GIL	673	MAG DEF	10	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
60/256	2-4	1-3	Phoenix Down	Mega Phoenix	Al Bhed Potion	Al Bhed Potion (x2)	110,000	Al Bhed Potion (x60)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost, SOS Shell, SOS Protect, SOS Reflect

# MECH LEADER



HP	3700 (5550)	STR	31	AGL	15
MP	1	DEF	5	LUCK	0
AP	830	MAG	28	EVA	0
GIL	530	MAG DEF	19	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-3	Hi-Potion	Mega Potion	Grenade (x2)	Frag Grenade (x2)	74,000	Door to Tomorrow (x2)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

# MECH SCOUTER



HP	2750 (4125)	STR	1	AGL	15
MP	1	DEF	1	LUCK	0
AP	480 (Norm.), 530 (Burn.)	MAG	1	EVA	0
GIL	384 (Norm.) 215 (Burn.)	MAG DEF	14	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

### RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN			BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare		Gil Required	Item Received	N/A
8/256	1-3	1-3	Hi-Potion	Mega-Potion	Grenade	Grenade (x4) (Normal) /Grenade (x3) (Burning)		55,000	Door to Tomorrow	

### EQUIPMENT ABILITIES

**Weapon** Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike  
**Armor** SOS NulBlaze, SOS NulShock, SOS NulTide, SOS NulFrost

# MELUSINE



HP	265 (405)	STR	20	AGL	17
MP	65	DEF	1	LUCK	15
AP	92	MAG	1	EVA	8
GIL	108	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

### RESISTANCE TO STATUS EFFECTS

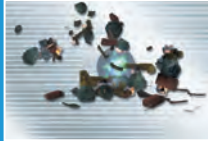
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN			BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare		Gil Required	Item Received	N/A
8/256	1-3	1-3	Speed Sphere	Power Sphere	Soft	Petrify Grenade		5300	Petrify Grenade (x4)	

### EQUIPMENT ABILITIES

**Weapon** Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%  
**Armor** Slow Ward, Defense +3%

# MIMIC



<b>A</b>	WEAKNESS	x 1.5	
<b>B</b>	ABSORPTION	+	
<b>C</b>	IMMUNITY	/	
<b>D</b>	HALF DAMAGE	1/2	

<b>A</b>	HP	60,000 (13,560)	STR	54	AGL	25
	MP	10	DEF	1	LUCK	15
	AP	0	MAG	26	EVA	0
	GIL	50,000	MAG DEF	1	ACC	0
<b>B</b>	HP	40,000 (13,560)	STR	33	AGL	29
	MP	10	DEF	150	LUCK	15
	AP	0	MAG	38	EVA	0
	GIL	50,000	MAG DEF	150	ACC	0

<b>C</b>	HP	40,000 (13,560)	STR	42	AGL	22
	MP	10	DEF	255	LUCK	15
	AP	0	MAG	12	EVA	0
	GIL	50,000	MAG DEF	1	ACC	0
<b>D</b>	HP	40,000 (13,560)	STR	42	AGL	22
	MP	10	DEF	1	LUCK	15
	AP	0	MAG	58	EVA	0
	GIL	50,000	MAG DEF	255	ACC	0

### RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	Immune	0	0	0	Immune	0	0	Immune	Immune	0	Immune	0	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN			BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare		Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A	N/A	

### EQUIPMENT ABILITIES

**Weapon** N/A  
**Armor** N/A

Game Basics  
 Walkthrough  
 Items and Equipment  
 Characters & Areas  
 1  
 2  
 3  
 4  
 5  
 6  
 7  
 Side Quests & Secrets  
 Blitzball  
 Bestiary



# M'ITHEN FANG



HP	160 (240)	STR	16	AGL	13
MP	20	DEF	1	LUCK	15
AP	20	MAG	1	EVA	5
GIL	33	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

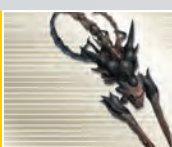
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	1-2	Power Sphere	Power Sphere	Potion	Sleeping Powder	3200	Sleeping Powder (x5)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% , Magic +3%
Armor	Silence Ward, Sleep Ward, Magic Def +3%

# MORTIBODY



HP	4000	STR	22	AGL	28
MP	50	DEF	50	LUCK	20
AP	0	MAG	20	EVA	0
GIL	0	MAG DEF	1	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	50	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	Immune	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# MORTIORCHIS



HP	4000	STR	40	AGL	38
MP	512	DEF	100	LUCK	15
AP	0	MAG	40	EVA	0
GIL	0	MAG DEF	1	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

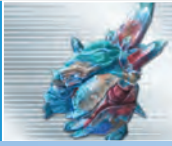
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# MURUSSU



HP	580 (870)	STR	25	AGL	7
MP	20	DEF	1	LUCK	15
AP	240	MAG	1	EVA	0
GIL	165	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Power Sphere	Power Sphere	Hi-Potion	Hypello Potion	11,600	Hypello Potion (x24)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +5%

# MUSHUSSU



HP	680 (1020)	STR	36	AGL	9
MP	38	DEF	1	LUCK	15
AP	310	MAG	42	EVA	0
GIL	270	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	●●●●●○
ABSORPTION	+	●●●●●●
IMMUNITY	/	●●●●●●
HALF DAMAGE	1/2	●●●●●○

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-3	Power Sphere, Al Bhed Potion	Power Sphere, Al Bhed Potion	Hi-Potion	Gold Hourglass	13,600	Soft	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, HP +10%

# NEBIROS



HP	700 (1050)	STR	22	AGL	22
MP	65	DEF	1	LUCK	15
AP	480	MAG	1	EVA	16
GIL	320	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●○
ABSORPTION	+	●●●●●●
IMMUNITY	/	●●●●●●
HALF DAMAGE	1/2	●●●●●○

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-3	Mana Sphere	Mana Sphere	Poison Fang	Poison Fang (x2)	14,000	Poison Fang (x6)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Poison Ward

# NEGATOR



HP	1000 (1000)	STR	1	AGL	0
MP	1	DEF	1	LUCK	0
AP	220	MAG	1	EVA	0
GIL	300	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●○
ABSORPTION	+	●●●●●●
IMMUNITY	/	●●●●●●
HALF DAMAGE	1/2	●●●●●○

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	Immune	0	0	Immune	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
40/256	1-3	1-2	Potion	Hi-Potion	Hi-Potion	Hi-Potion	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

# NIDHOGG



HP	2000 (3000)	STR	43	AGL	10
MP	46	DEF	1	LUCK	15
AP	810	MAG	50	EVA	0
GIL	602	MAG DEF	180	ACC	0

WEAKNESS	x 1.5	●●●●●○
ABSORPTION	+	●●●●●●
IMMUNITY	/	●●●●●●
HALF DAMAGE	1/2	●●●●●○

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2-3	1-3	Power Sphere	Power Sphere	Hi-Potion	Gold Hourglass	40,000	Gold Hourglass (x12)	N/A

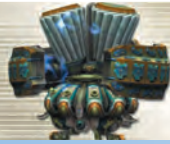
## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward

Game Basics  
Items and Equipment Characters & Areas  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# OBLITZERATOR



HP	6000 (600)	STR	16	AGL	1
MP	10	DEF	1	LUCK	0
AP	36	MAG	1	EVA	0
GIL	580	MAG DEF	1	ACC	10

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	Immune	Immune	0	0	0	0	Immune	Lv.4

## EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
255/256	1-2	1-2

## ITEMS DROPPED

Normal	Rare
Elixir	Elixir

## ITEMS STOLEN

Normal	Rare
N/A	N/A

## BRIBE REQUIRED

Gil Required	Item Received
N/A	N/A

## ENEMY SKILLS

N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Defense +3%

# OCHU



HP	7200 (924)	STR	22	AGL	6
MP	35	DEF	1	LUCK	15
AP	180	MAG	14	EVA	0
GIL	520	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	100 (5%)	0	0	Immune	0	0	0	0	0	0	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

## EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
128/256	1-3	1-3

## ITEMS DROPPED

Normal	Rare
Power Sphere	Mana Sphere (x2)

## ITEMS STOLEN

Normal	Rare
Remedy	Remedy (x2)

## BRIBE REQUIRED

Gil Required	Item Received
144,000	Remedy (x70)

## ENEMY SKILLS

N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Poisonstouch, Strength +5%, Magic +5%
Armor	Dark Ward, Silence Ward, Sleep Ward, Poison Ward, Stone Ward, Confusion Ward, Berserk Ward

# OCTOPUS



HP	4500 (2108)	STR	27	AGL	10
MP	1	DEF	1	LUCK	15
AP	700	MAG	5	EVA	0
GIL	220	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

## EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
128/256	1	0-1

## ITEMS DROPPED

Normal	Rare
Mana Sphere	Mana Sphere

## ITEMS STOLEN

Normal	Rare
Dragon Scale (x2)	Water Gem (x2)

## BRIBE REQUIRED

Gil Required	Item Received
90,000	Stamina Spring (x20)

## ENEMY SKILLS

N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +5%, Magic +5%
Armor	Water Ward, HP +5%

# OGRE



HP	9400 (4060)	STR	28	AGL	17
MP	3	DEF	1	LUCK	15
AP	1080	MAG	1	EVA	0
GIL	980	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	0	95	25 (25%)	25	Immune	25	Immune	0	0	0	0	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

## EQUIPMENT DROPPED

Drop Ratio	Ability Slots	Abilities Attached
128/256	1-2	1-2

## ITEMS DROPPED

Normal	Rare
Power Sphere	Power Sphere

## ITEMS STOLEN

Normal	Rare
Stamina Spring	Stamina Spring (x2)

## BRIBE REQUIRED

Gil Required	Item Received
188,000	Stamina Spring (x50)

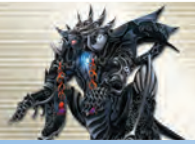
## ENEMY SKILLS

N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%, Counterattack
Armor	SOS Haste, HP +10%

# OMEGA WEAPON



HP	999,999 (66,666)	STR	64	AGL	38
MP	999	DEF	90	LUCK	15
AP	50,000 (60,000)	MAG	57	EVA	0
GIL	30,000	MAG DEF	80	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (222)	0	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Nova
255/256	2-3	1	Lv. 4 Key Sphere (x3)	Lv. 4 Key Sphere (x3)	Gambler's Spirit (x30)	Gambler's Spirit (x30)	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	Triple Drive
Armor	Break HP Limit

# PHLEGYAS



HP	1680 (2108)	STR	26	AGL	12
MP	50	DEF	1	LUCK	15
AP	650	MAG	33	EVA	0
GIL	410	MAG DEF	20	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	95	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	0

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	1-3	1-3	Power Sphere	Power Sphere	Dragon Scale (x2)	Water Gem	33,600	Healing Spring (x6)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%
Armor	MP +10%, Auto-Med

# PIRANHA



HP	50 (225)	STR	6	AGL	12
MP	1	DEF	1	LUCK	15
AP	1	MAG	1	EVA	0
GIL	2	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	0

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Power Sphere	Ability Sphere	Grenade	Grenade (x2)	1000	Water Gem	

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# PTERYA



HP	12,000 (2550)	STR	20	AGL	21
MP	1000	DEF	10	LUCK	15
AP	0	MAG	18	EVA	0
GIL	0	MAG DEF	10	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

Game Basics  
Items and Equipment Characters & Avatars  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Blitzball  
Bestiary



# PUROBOROS



HP	20,000 (13,560)	STR	36	AGL	28
MP	180	DEF	40	LUCK	15
AP	3200	MAG	25	EVA	0
GIL	970	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Self-Destruct
8/256	3-4	1-2	Mana Sphere	Lv. 1 Key Sphere	Fire Gem (x3)	Fire Gem (x4)	400,000	Shining Gem (x36)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike
Armor	Fireproof, Fire Eater

# QACTUAR



HP	500 (750)	STR	19	AGL	15
MP	1	DEF	1	LUCK	15
AP	350	MAG	1	EVA	17
GIL	1500	MAG DEF	255	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	Immune	25 (1%)	25	0	Immune	Immune	Immune	Immune	Immune	0	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	Immune	Immune	0	Lv.2

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-2	1-2	Speed Sphere	Speed Sphere (x2)	Chocobo Feather	Chocobo Feather	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Initiative, Strength +5%, Magic +5%
Armor	HP +5%, HP Stroll, MP Stroll

# RAGORA



HP	780 (1170)	STR	18	AGL	8
MP	15	DEF	1	LUCK	15
AP	20	MAG	1	EVA	0
GIL	48	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	Immune	0 (25%)	0	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Seed Cannon
16/256	1-2	1-2	Mana Sphere	Mana Sphere	Antidote	Remedy	15,600	Remedy (x8)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Poison touch, Strength +3%, Magic +3%
Armor	Poison Ward, HP +5%

# RALDO



HP	240 (360)	STR	19	AGL	5
MP	10	DEF	1	LUCK	15
AP	20	MAG	1	EVA	0
GIL	42	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	1-2	Power Sphere	Power Sphere	Potion	Hypello Potion	4800	Hypello Potion (x10)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward, Defense +3%

# RAPTOR



HP	200 (300)	STR	18	AGL	14
MP	45	DEF	1	LUCK	15
AP	32	MAG	1	EVA	7
GIL	48	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	●●●●●●●●●●
ABSORPTION	+	●●●●●●●●●●
IMMUNITY	/	●●●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	20	SILENCE	20	DARKNESS	20	POISON	0 (25%)	PETR	0	SLOW	0	ZOMBIE	0	PWR BR	0	MAG BR	0	ARM BR	0	MENT BR	0	THREATEN	0	DEATH	0	PROVOKE	Immune
DOOM	0	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	0	REGEN	0	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	0	DELAY	0	EJECT	0	ZANMATO	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	1-2	Speed Sphere	Power Sphere	Soft	Petrify Grenade	4000	Petrify Grenade (x3)	

## EQUIPMENT ABILITIES

**Weapon** Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%  
**Armor** Slow Ward, Defense +3%

# RED ELEMENT



HP	450 (675)	STR	1	AGL	6
MP	130	DEF	120	LUCK	15
AP	32	MAG	23	EVA	0
GIL	55	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●●●
ABSORPTION	+	●●●●●●●●●●
IMMUNITY	/	●●●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	Immune	SILENCE	20	DARKNESS	Immune	POISON	Immune	PETR	Immune	SLOW	0	ZOMBIE	Immune	PWR BR	0	MAG BR	0	ARM BR	0	MENT BR	0	THREATEN	0	DEATH	0	PROVOKE	0
DOOM	0 (1)	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	0	REGEN	0	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	0	DELAY	0	EJECT	0	ZANMATO	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	0-2	Mana Sphere	Mana Sphere	Bomb Fragment	Bomb Fragment (x2)	9000	Bomb Core (x8)	

## EQUIPMENT ABILITIES

**Weapon** Piercing, Firestrike  
**Armor** Fire Ward, Fireproof

# REMORA



HP	3000 (2108)	STR	30	AGL	11
MP	22	DEF	30	LUCK	15
AP	830	MAG	25	EVA	0
GIL	535	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●●●
ABSORPTION	+	●●●●●●●●●●
IMMUNITY	/	●●●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	Immune	SILENCE	0	DARKNESS	95	POISON	0 (25%)	PETR	0	SLOW	0	ZOMBIE	0	PWR BR	0	MAG BR	0	ARM BR	0	MENT BR	0	THREATEN	0	DEATH	0	PROVOKE	0
DOOM	0 (1)	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	0	REGEN	0	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	0	DELAY	0	EJECT	0	ZANMATO	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
60/256	2-3	1-2	Mana Sphere	Mana Sphere	Dragon Scale	Dragon Scale (x2)	60,000	Water Gem (x20)	

## EQUIPMENT ABILITIES

**Weapon** Piercing, Strength +3%, Strength +5%  
**Armor** Zombie Ward, Defense +5%

# RIGHT FIN



HP	65,000 (10,000)	STR	30	AGL	20
MP	999	DEF	100	LUCK	15
AP	17,000	MAG	30	EVA	0
GIL	10,000	MAG DEF	50	ACC	0

WEAKNESS	x 1.5	●●●●●●●●●●
ABSORPTION	+	●●●●●●●●●●
IMMUNITY	/	●●●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	Immune	SILENCE	Immune	DARKNESS	Immune	POISON	Immune	PETR	Immune	SLOW	Immune	ZOMBIE	Immune	PWR BR	Immune	MAG BR	Immune	ARM BR	0	MENT BR	0	THREATEN	Immune	DEATH	Immune	PROVOKE	Immune
DOOM	Immune	NUL SPELL	0	SHELL	0	PROTECT	0	REFLECT	0	HASTE	Immune	REGEN	0	DISTILLER	0	SENSOR	0	SCAN	0	DEMI	Immune	DELAY	Immune	EJECT	Immune	ZANMATO	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	3-4	1-2	Lv. 3 Key Sphere	Lv. 3 Key Sphere	X-Potion	Shining Gem	N/A	N/A	

## EQUIPMENT ABILITIES

**Weapon** Piercing, Stonestrike  
**Armor** Stoneproof

Game Basics  
Characters & Areas  
Items and  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# SAHAGIN



HP	100 (200)	STR	3	AGL	5
MP	5	DEF	1	LUCK	0
AP	0	MAG	1	EVA	0
GIL	0	MAG DEF	1	ACC	25

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# SAHAGIN



HP	380 (570)	STR	13	AGL	18
MP	20	DEF	1	LUCK	15
AP	560	MAG	1	EVA	0
GIL	200	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Power Sphere	Power Sphere	Fish Scale (x2)	Dragon Scale	7600	Water Gem	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +3%, Magic +3%
Armor	Water Ward, HP +5%

# SAHAGIN



HP	1380 (2070)	STR	28	AGL	15
MP	20	DEF	15	LUCK	15
AP	200	MAG	24	EVA	0
GIL	180	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Power Sphere	Power Sphere	Fish Scale (x2)	Dragon Scale (x2)	27,600	Water Gem	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +3%, Magic +3%
Armor	Water Ward, HP +5%

# SAHAGIN CHIEF



HP	170 (340)	STR	12	AGL	8
MP	5	DEF	1	LUCK	0
AP	2	MAG	1	EVA	0
GIL	20	MAG DEF	1	ACC	25

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	Immune	Immune	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# SANCTUARY KEEPER



HP	40,000 (6400)	STR	37	AGL	32
MP	256	DEF	100	LUCK	15
AP	11,000	MAG	40	EVA	0
GIL	6500	MAG DEF	100	ACC	50

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	100	90 (5%)	Immune	0	Immune	50	50	0	0	0	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2-3	1-2	Return Sphere	Return Sphere	Turbo Ether	Turbo Ether (x2)	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Half MP Cost
Armor	MP +10%

# SANDRAGORA



HP	12,750 (1432)	STR	25	AGL	12
MP	3	DEF	1	LUCK	15
AP	540	MAG	1	EVA	0
GIL	336	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	Immune	Immune	25 (25%)	25	Immune	Immune	Immune	0	0	0	Immune	25	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
16/256	1-3	1-3	Mana Sphere	Al Bhed Potion (x2)	Remedy (x2)	Musk (x10)	255,000	Remedy (x99)	Seed Cannon

## EQUIPMENT ABILITIES

Weapon	Piercing, Poisontouch, Strength +3%, Magic +3%
Armor	Poison Ward, HP +5%, HP +10%

# SAND WOLF



HP	450 (675)	STR	23	AGL	23
MP	55	DEF	1	LUCK	15
AP	310	MAG	1	EVA	9
GIL	225	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	1-3	1-3	Power Sphere	Al Bhed Potion	Sleeping Powder (x2)	Sleeping Powder (x2)	9000	Sleeping Powder (x12)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward, Magic Def +5%

# SAND WORM



HP	45,000 (1432)	STR	30	AGL	8
MP	100	DEF	5	LUCK	15
AP	2000	MAG	28	EVA	0
GIL	1000	MAG DEF	5	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	50	0 (10%)	Immune	Immune	Immune	50	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2-4	1-3	Ability Sphere (x2)	Lv. 1 Key Sphere	Shadow Gem (x2)	Stamina Spring (x2)	900,000	Winning Formula (x15)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Slowtouch, Strength +5%, Magic +3%
Armor	HP +10%, Auto-Potion

Game Basics  
Characters & Areas  
Items and  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# SEYMOUR



HP	6000 (1400)	STR	20	AGL	20
MP	100	DEF	1	LUCK	15
AP	2000	MAG	25	EVA	0
GIL	5000	MAG DEF	25	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	40 (10%)	Immune	0	Immune	Immune	50	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	2-4	1-2	Blk Magic Sphere	Special Sphere	Turbo Ether	Elixir	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Silencestrike
Armor	Silenceproof

# SEYMOUR FLUX



HP	70,000 (3500)	STR	30	AGL	38
MP	512	DEF	40	LUCK	15
AP	10,000	MAG	15	EVA	0
GIL	6000	MAG DEF	40	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

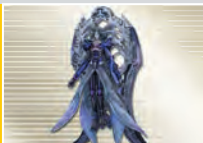
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	50	Immune	90 (2%)	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	2-4	1-2	Lv. 4 Key Sphere	Lv. 4 Key Sphere	Elixir	Elixir	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Darkstrike
Armor	SOS Shell

# SEYMOUR NATUS



HP	36,000 (3500)	STR	30	AGL	2
MP	200	DEF	1	LUCK	15
AP	6300	MAG	25	EVA	0
GIL	3500	MAG DEF	1	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	50 (4%)	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	10
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	2-3	1-2	Lv. 2 Key Sphere (x2)	Lv. 2 Key Sphere (x2)	Tetra Elemental (x2)	Tetra Elemental (x3)	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS Shell

# SEYMOUR OMNIS



HP	80,000 (15,000)	STR	20	AGL	40
MP	999	DEF	180	LUCK	20
AP	24,000	MAG	35	EVA	0
GIL	12,000	MAG DEF	100	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	Immune	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	3-4	1-2	Lv. 3 Key Sphere	Lv. 3 Key Sphere (x2)	Shining Gem	Supreme Gem	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Magic +20%
Armor	SOS Shell, SOS Protect, SOS Haste

# SHRED



HP	1950 (2925)	STR	35	AGL	10
MP	30	DEF	1	LUCK	15
AP	480	MAG	1	EVA	0
GIL	368	MAG DEF	180	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Speed Sphere	Speed Sphere	Hypello Potion	Hypello Potion (x2)	39,000	Hypello Potion (x50)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Berserk Ward

# SIMURGH



HP	200 (300)	STR	13	AGL	17
MP	27	DEF	1	LUCK	15
AP	48	MAG	1	EVA	0
GIL	73	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Speed Sphere	Speed Sphere	Smoke Bomb	Smoke Bomb (x2)	4000	Smoke Bomb (x5)	

## EQUIPMENT ABILITIES

Weapon	Sensor, Piercing, Strength +3%, Magic +3%
Armor	Dark Ward, Magic Def +3%

# SIN (FIN)



HP	2000 (1000)	STR	1	AGL	6
MP	100	DEF	1	LUCK	15
AP	10	MAG	1	EVA	0
GIL	100	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-2	1-2	Mana Sphere	Mana Sphere	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

# SIN (CORE)



HP	36,000 (3000)	STR	1	AGL	20
MP	999	DEF	100	LUCK	15
AP	18,000	MAG	30	EVA	0
GIL	10000	MAG DEF	100	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	Immune	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	3-4	1-2	MP Sphere	MP Sphere	Stamina Spring (x3)	Stamina Spring (x4)	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	Piercing, Slowstrike
Armor	Slowproof

Game Basics  
Characters & Areas  
Items and a  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# SIN (HEAD)



HP	140,000 (10000)	STR	30	AGL	30
MP	999	DEF	40	LUCK	15
AP	20,000	MAG	30	EVA	0
GIL	12,000	MAG DEF	40	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	Immune	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	3~4	1~3	Lv. 3 Key Sphere	Lv. 3 Key Sphere	Ether	Supreme Gem	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Darkstrike, Silencestrike, Sleepstrike, Slowstrike
Armor	Silenceproof

# SINSCALE



HP	100 (500)	STR	5	AGL	8
MP	0	DEF	1	LUCK	0
AP	0	MAG	1	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	Immune	0	0	0	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# SINSCALE



HP	100 (300)	STR	11	AGL	1
MP	0	DEF	1	LUCK	0
AP	2	MAG	1	EVA	0
GIL	24	MAG DEF	1	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	Immune	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Mana Sphere	Mana Sphere	N/A	N/A	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# SINSCALE



HP	200 (400)	STR	13	AGL	12
MP	0	DEF	1	LUCK	0
AP	2	MAG	1	EVA	0
GIL	22	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	Immune	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Power Sphere	Power Sphere	N/A	N/A	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# SINSPAWN: AMMES



HP	2400 (1000)	STR	1	AGL	9
MP	400	DEF	1	LUCK	10
AP	0	MAG	5	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	Immune	Immune	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# SINSPAWN: ECHUILLES



HP	2000 (400)	STR	10	AGL	5
MP	20	DEF	1	LUCK	15
AP	12	MAG	15	EVA	0
GIL	115	MAG DEF	1	ACC	15

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	0	0 (25%)	Immune	0	Immune	0	0	0	0	0	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-2	1-2	Ability Sphere (x2)	Ability Sphere (x2)	N/A	N/A	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike
Armor	Water Ward

# SINSPAWN: GENAIS



HP	20,000 (2000)	STR	30	AGL	25
MP	200	DEF	80	LUCK	15
AP	1800	MAG	35	EVA	0
GIL	10,000	MAG DEF	50	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	100	Immune	Immune	Immune	0	Immune	0	0	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (30)	0	0	0	Immune	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	3-4	1-2	Return Sphere	Return Sphere	Star Curtain	Shining Gem	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Zombiestrike
Armor	Zombieproof

# SINSPAWN: GENEAUX



HP	3000 (900)	STR	15	AGL	7
MP	30	DEF	1	LUCK	0
AP	48	MAG	10	EVA	0
GIL	300	MAG DEF	1	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	Immune	Immune	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-2	1-2	Power Sphere (x2)	Power Sphere (x3)	N/A	N/A	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch
Armor	Dark Ward

Game Basics  
Characters & Areas  
Items and  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# SINSPAWN: GUI



HP	12,000 (800)	STR	29	AGL	10
MP	30	DEF	1	LUCK	15
AP	400	MAG	20	EVA	0
GIL	1000	MAG DEF	30	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	1-2	1-2	N/A	N/A	Potion	Potion	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Sleepstrike
Armor	Sleepproof

# SKOLL



HP	1000 (1500)	STR	1	AGL	7
MP	60	DEF	120	LUCK	15
AP	480	MAG	19	EVA	0
GIL	420	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Power Sphere	Power Sphere	Dream Powder	Dream Powder (x2)	20,000	Dream Powder (x12)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward

# SNOW FLAN



HP	600 (900)	STR	1	AGL	0
MP	120	DEF	1	LUCK	0
AP	48	MAG	1	EVA	0
GIL	93	MAG DEF	8	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-2	Mana Sphere	Mana Sphere	Antarctic Wind (x2)	Antarctic Wind (x2)	12,000	Arctic Wind (x10)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Ice Ward, Iceproof

# SNOW WOLF



HP	400 (600)	STR	20	AGL	20
MP	50	DEF	1	LUCK	15
AP	300	MAG	1	EVA	8
GIL	192	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

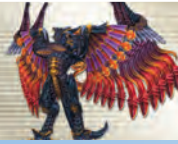
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Power Sphere	Power Sphere	Sleeping Powder	Sleeping Powder (x2)	8000	Sleeping Powder (x11)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Silence Ward, Sleep Ward, Magic Def +5%

# SPATHI



HP	20,000 (2550)	STR	31	AGL	20
MP	1500	DEF	1	LUCK	15
AP	0	MAG	38	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# SPECTRAL KEEPER



HP	52,000 (8000)	STR	36	AGL	36
MP	500	DEF	100	LUCK	15
AP	12,000	MAG	1	EVA	0
GIL	7000	MAG DEF	100	ACC	8

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	2-3	1-3	Lv. 4 Key Sphere	Lv. 4 Key Sphere	Ether	Turbo Ether	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fireproof, Lightningproof, Waterproof, Iceproof

# SPHERIMORPH



HP	12,000 (2000)	STR	20	AGL	15
MP	100	DEF	100	LUCK	15
AP	3420	MAG	20	EVA	0
GIL	4000	MAG DEF	1	ACC	30

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	90 (5%)	Immune	Immune	0	0	0	0	0	75	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (20)	0	0	0	0	0	0	0	Immune	Immune	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	2-3	1-3	Lv. 2 Key Sphere	Lv. 2 Key Sphere	Ether	Turbo Ether	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

# SPIRIT



HP	10,000 (13,560)	STR	1	AGL	24
MP	700	DEF	60	LUCK	15
AP	4300	MAG	42	EVA	0
GIL	1300	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	Immune	0	0	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	White Wind
8/256	3-4	1-3	Mana Sphere	Friend Sphere	Healing Spring	Healing Spring (x2)	200,000	Twin Stars (x10)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Sleptouch
Armor	Sleepproof, Magic Def +20%

Game Basics  
Characters & Areas  
Items and  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary



# SPLASHER



HP	200 (900)	STR	14	AGL	20
MP	2	DEF	1	LUCK	15
AP	140	MAG	1	EVA	10
GIL	100	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1	0-1	Power Sphere	Power Sphere	Grenade	Frag Grenade	1200	Dragon Scale (x12)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Waterstrike, Strength +5%, Magic +5%
Armor	HP +5%, Defense +3%

# SWAMP MAFDET



HP	850 (1275)	STR	30	AGL	6
MP	1	DEF	1	LUCK	15
AP	0	MAG	1	EVA	0
GIL	0	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	17,000	Hypello Potion (x28)	N/A

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# THORN



HP	4080 (4060)	STR	1	AGL	8
MP	120	DEF	1	LUCK	15
AP	830	MAG	25	EVA	0
GIL	530	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

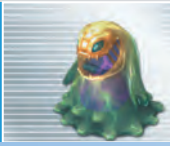
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
95	Immune	Immune	Immune	25	0	Immune	0	Immune	0	0	0	25	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-2	Mana Sphere	Mana Sphere	Silence Grenade (x2)	Ether	81,600	Turbo Ether (x16)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Sleptouch, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Sleep Ward, MP +5%

# THUNDER FLAN



HP	450 (675)	STR	1	AGL	6
MP	50	DEF	120	LUCK	15
AP	24	MAG	17	EVA	0
GIL	50	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	1-2	Mana Sphere	Mana Sphere	Electro Marble	Electro Marble (x2)	9000	Lightning Marble (x8)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Lightning Ward, Lightningproof

# TONBERRY



HP	13,500 (4060)	STR	40	AGL	14
MP	1	DEF	10	LUCK	15
AP	6500	MAG	43	EVA	0
GIL	2000	MAG DEF	10	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0 (25)
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0	0	0	0	0	0	0	0	0	0	Immune	Immune	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	2-3	0-2	Power Sphere	Lv. 2 Key Sphere	Hi-Potion	Farplane Shadow	270,000	Amulet (x2)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Deathtouch, Slowtouch
Armor	Death Ward

# TROS



HP	2200 (600)	STR	10	AGL	12
MP	10	DEF	1	LUCK	15
AP	8	MAG	1	EVA	0
GIL	100	MAG DEF	1	ACC	20

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	Immune	Immune	0	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	Power Sphere (x2)	Power Sphere (x2)	Grenade	Grenade (x3)	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# ULTIMA WEAPON



HP	70,000 (13,560)	STR	50	AGL	28
MP	1	DEF	60	LUCK	15
AP	40,000	MAG	45	EVA	0
GIL	20,000	MAG DEF	60	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	95	95	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (99)	0	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
255/256	2-3	1	Lv. 3 Key Sphere (x3)	Lv. 3 Key Sphere (x3)	Door to Tomorrow (x10)	Door to Tomorrow (x20)	140,000	Pendulum (x99)	

## EQUIPMENT ABILITIES

Weapon	Double Drive
Armor	Break MP Limit

# VALAHA



HP	8700 (4060)	STR	36	AGL	23
MP	29	DEF	1	LUCK	15
AP	1320	MAG	21	EVA	0
GIL	720	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
80	0	95	25 (25%)	25	Immune	0	0	Immune	0	0	0	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Fire Breath
128/256	2-3	1-3	Ability Sphere	Ability Sphere	Hi-Potion	Hi-Potion (x2)	174,000	X-Potion (x60)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Silencetouch
Armor	HP +10%

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Areas  
1  
2  
3  
4  
5  
6  
7  
Blitzball  
Bestiary



# VARUNA



HP	56,000 (11,036)	STR	13	AGL	26
MP	1	DEF	50	LUCK	15
AP	19,500	MAG	38	EVA	0
GIL	1780	MAG DEF	10	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	80	Immune	Immune	0	Immune	Immune	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (7)	0	0	0	Immune	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	3~4	0~2	Mana Sphere	Lv. 2 Key Sphere	Farplane Wind	Shining Gem	1,120,000	Megalixir (x20)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +10%, Double Drive
Armor	SOS Shell, Magic Def +10%

# VOUIVRE



HP	255 (500)	STR	20	AGL	3
MP	1	DEF	1	LUCK	0
AP	14	MAG	1	EVA	0
GIL	50	MAG DEF	1	ACC	25

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
0	0	0	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	Immune	Immune	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~2	1~2	N/A	N/A	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Slow Ward, HP +5%

# VOUIVRE



HP	255 (383)	STR	20	AGL	6
MP	22	DEF	1	LUCK	15
AP	24	MAG	21	EVA	0
GIL	60	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~2	1~2	Power Sphere	Power Sphere	Potion	Silver Hourglass	5100	Silver Hourglass (x10)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3% , Magic +3%
Armor	Slow Ward, HP +5%

# WARRIOR MONK



HP	1400 (2100)	STR	20	AGL	19
MP	20	DEF	1	LUCK	15
AP	420	MAG	20	EVA	0
GIL	460	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
50	Immune	95	25 (25%)	25	0	25	Immune	Immune	0	0	0	0	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1~3	1~3	Ability Sphere	Ability Sphere	Hi-Potion (x2)	Purifying Salt	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic Counter
Armor	Death Ward, Magic Def +5%

# WARRIOR MONK



HP	1400 (2100)	STR	20	AGL	17
MP	20	DEF	1	LUCK	15
AP	420	MAG	20	EVA	0
GIL	460	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
50	Immune	95	25 (25%)	25	0	25	Immune	Immune	0	0	0	0	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Ability Sphere	Ability Sphere	Hi-Potion	Purifying Salt	N/A	N/A	N/A

## EQUIPMENT ABILITIES

- Weapon: Piercing, Strength +5%, Magic Counter
- Armor: Death Ward, Magic Def +5%

# WASP



HP	360 (540)	STR	17	AGL	18
MP	30	DEF	1	LUCK	15
AP	240	MAG	1	EVA	13
GIL	142	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Speed Sphere	Speed Sphere	Hi-Potion	Poison Fang	7200	Poison Fang (x3)	N/A

## EQUIPMENT ABILITIES

- Weapon: Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
- Armor: Poison Ward, MP +10%

# WATER FLAN



HP	315 (473)	STR	3	AGL	5
MP	30	DEF	120	LUCK	15
AP	2	MAG	15	EVA	0
GIL	18	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	1-2	Mana Sphere	Mana Sphere	Fish Scale	Dragon Scale	6300	Water Gem (x2)	N/A

## EQUIPMENT ABILITIES

- Weapon: Piercing, Waterstrike
- Armor: Water Ward, Waterproof

# WENDIGO



HP	18,000 (1432)	STR	40	AGL	18
MP	32	DEF	1	LUCK	15
AP	2000	MAG	1	EVA	0
GIL	3000	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	●●●●●●●●
ABSORPTION	+	●●●●●●●●
IMMUNITY	/	●●●●●●●●
HALF DAMAGE	1/2	●●●●●●●●

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	Immune	Immune	Immune	Immune	0	0	0	0	0	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	Immune	0	0	0	0	0	0	0	Immune	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
128/256	1-2	1-2	Power Sphere	Power Sphere (x2)	Hi-Potion	X-Potion	N/A	N/A	N/A

## EQUIPMENT ABILITIES

- Weapon: Piercing, Counter
- Armor: SOS Haste, HP +10%

Game Basics  
Walkthrough  
Items and Equipment  
Characters & Areas  
1  
2  
3  
4  
5  
6  
7  
Blitzball  
Bestiary



# WHITE ELEMENT



HP	390 (585)	STR	1	AGL	5
MP	120	DEF	120	LUCK	15
AP	20	MAG	22	EVA	0
GIL	48	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	0

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	0-2	Mana Sphere	Mana Sphere	Antarctic Wind	Antarctic Wind (x2)	7800	Arctic Wind (x7)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Icestrike
Armor	Ice Ward, NulFrost

# WORKER



HP	300 (600)	STR	12	AGL	10
MP	1	DEF	100	LUCK	15
AP	7	MAG	1	EVA	0
GIL	85	MAG DEF	1	ACC	15

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	0	0	0	Immune	0	Immune	0

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-2	Hi-Potion	X-Potion	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike
Armor	SOS NulFire, SOS NulShock, SOS NulTide, SOS NulFrost

# WRAITH



HP	22,222 (13,560)	STR	1	AGL	25
MP	3500	DEF	150	LUCK	15
AP	3100	MAG	24	EVA	0
GIL	1070	MAG DEF	30	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	0	0	0	0	0	0	0	0	0	0

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Doom
40/256	2-4	1-3	Mana Sphere	Mana Sphere (x2)	Farplane Shadow	Farplane Wind	444,440	Farplane Wind (x60)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Strength +10%
Armor	Magic Def +10%, No Encounters

# XIPHOS



HP	2700 (1432)	STR	20	AGL	17
MP	5	DEF	1	LUCK	15
AP	520	MAG	1	EVA	0
GIL	220	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

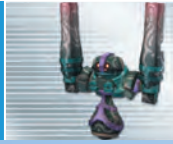
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	50	Immune	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (2)	0	0	0	0	0	0	0	0	0	0	0	0	0

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
28/256	1-3	1-3	Ability Sphere	Ability Sphere (x2)	Hi-Potion	Mega-Potion	54,000	Megalixir	

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Magic +3%
Armor	Defense +5%, SOS Overdrive

# YAT-97



HP	3700 (5550)	STR	43	AGL	12
MP	1	DEF	1	LUCK	15
AP	3200	MAG	38	EVA	0
GIL	1080	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

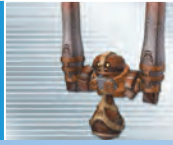
SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (15)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
30/256	2-4	0-2	Phoenix Down (x2)	Mega Phoenix	Holy Water (x3)	Ether (x2)	74,000	Ether (x16)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

# YAT-99



HP	2700 (2108)	STR	40	AGL	9
MP	1	DEF	1	LUCK	15
AP	1870	MAG	32	EVA	0
GIL	1300	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	0	Immune	Immune	Immune	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (15)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
30/256	2-3	0-2	Phoenix Down	Mega Phoenix	Remedy	Ether	54,000	Ether (x10)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

# YELLOW ELEMENT



HP	300 (450)	STR	1	AGL	5
MP	100	DEF	120	LUCK	15
AP	9	MAG	18	EVA	0
GIL	33	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	Immune	Immune	Immune	0	Immune	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-2	0-2	Mana Sphere	Mana Sphere	Electro Marble	Lightning Marble	6000	Lightning Marble (x6)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Lightningstrike
Armor	Lightning Ward

# YENKE RONSO



HP	Varies (2500)	STR	2	AGL	4
MP	200	DEF	30	LUCK	15
AP	4500	MAG	3	EVA	0
GIL	1500	MAG DEF	50	ACC	100

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (20)	0	0	0	Immune	0	0	0	0	0	0	Immune	Immune	Lv.4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Fire Breath, Stone Breath, Aqua Breath, White Wind
255/256	2-3	1	Return Sphere	Friend Sphere	Lv. 3 Key Sphere	Lv. 3 Key Sphere (x2)	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	Piercing
Armor	MP +20%



# YKT-11



HP	6200 (8848)	STR	34	AGL	25
MP	1	DEF	1	LUCK	15
AP	3200	MAG	1	EVA	0
GIL	1080	MAG DEF	60	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	95	Immune	Immune	0	Immune	Immune	Immune	Immune	Immune	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (15)	0	0	0	0	0	0	0	0	0	0	Immune	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Spin Kick
30/256	2-4	0-2	Hi-Potion (x2)	Mega-Potion	Holy Water (x3)	Ether (x2)	124,000	Elixir (x12)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +5%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

# YKT-63



HP	4200 (2108)	STR	30	AGL	22
MP	1	DEF	1	LUCK	15
AP	1870	MAG	1	EVA	0
GIL	1300	MAG DEF	60	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	95	Immune	Immune	0	Immune	Immune	Immune	0	0	Immune	Immune	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (15)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	Spin Kick
30/256	2-3	0-2	Hi-Potion	Mega-Potion	Remedy	Ether	8400	Elixir (x8)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Strength +3%, Strength +5%, Magic +3%, Magic +5%
Armor	Fire Ward, Lightning Ward, Water Ward, Ice Ward

# YOJIMBO



HP	33,000 (4060)	STR	34	AGL	32
MP	2000	DEF	80	LUCK	15
AP	0	MAG	35	EVA	0
GIL	0	MAG DEF	1	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	Immune	Immune	Immune	Immune	Immune	Immune	N/A

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	

## EQUIPMENT ABILITIES

Weapon	N/A
Armor	N/A

# YOWIE



HP	900 (1350)	STR	26	AGL	29
MP	95	DEF	1	LUCK	15
AP	810	MAG	1	EVA	10
GIL	480	MAG DEF	180	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (1)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	N/A
8/256	1-3	1-3	Speed Sphere	Power Sphere	Soft	Petrify Grenade	18,000	Petrify Grenade (x12)	

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward

# YUNALESCA



HP	1st 24,000 2nd 48,000 3rd 60,000	STR	20	AGL	40
MP	500	DEF	50	LUCK	20
AP	14,000	MAG	30	EVA	0
GIL	9000	MAG DEF	50	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	Immune	75	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
Immune	0	0	0	0	0	0	Immune	0	0	Immune	Immune	Immune	Lv. 4

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2-4	1-2	Lv. 3 Key Sphere	Lv. 3 Key Sphere	Mega-Potion	Farplane Wind	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Zombiestrike
Armor	Zombieproof

# ZARUS



HP	7850 (11,775)	STR	38	AGL	46
MP	1	DEF	30	LUCK	15
AP	5000	MAG	1	EVA	14
GIL	950	MAG DEF	120	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
20	20	20	0 (25%)	0	0	0	0	0	0	0	0	0	0
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (9)	0	0	0	0	0	0	Immune	Immune	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
8/256	2-4	1-3	Speed Sphere (x2)	Speed Sphere (x2)	Petrify Grenade (x2)	Petrify Grenade (x3)	164,000	Rename Card (x10)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Firestrike, Lightningstrike, Waterstrike, Icestrike, Strength +3%, Magic +3%
Armor	Slow Ward, Slowproof

# ZU



HP	12,000 (12,000)	STR	32	AGL	8
MP	50	DEF	20	LUCK	15
AP	1200	MAG	30	EVA	0
GIL	1200	MAG DEF	20	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	20	25 (25%)	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (3)	0	0	0	Immune	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
255/256	2-3	1-3	Power Sphere (x2), Al Bhed Potion (x2)	Power Sphere (x2), Al Bhed Potion (x2)	Smoke Bomb	Smoke Bomb	N/A	N/A	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Strength +3%, Magic +3%
Armor	Dark Ward

# ZU



HP	18,000 (1432)	STR	37	AGL	20
MP	50	DEF	20	LUCK	15
AP	1200	MAG	35	EVA	0
GIL	1200	MAG DEF	20	ACC	0

WEAKNESS	x 1.5	
ABSORPTION	+	
IMMUNITY	/	
HALF DAMAGE	1/2	

## RESISTANCE TO STATUS EFFECTS

SLEEP	SILENCE	DARKNESS	POISON	PETR	SLOW	ZOMBIE	PWR BR	MAG BR	ARM BR	MENT BR	THREATEN	DEATH	PROVOKE
Immune	20	95	25 (25%)	Immune	0	Immune	0	0	0	0	Immune	Immune	Immune
DOOM	NUL SPELL	SHELL	PROTECT	REFLECT	HASTE	REGEN	DISTILLER	SENSOR	SCAN	DEMI	DELAY	EJECT	ZANMATO
0 (5)	0	0	0	0	0	0	0	0	0	0	0	0	Lv.1

EQUIPMENT DROPPED			ITEMS DROPPED		ITEMS STOLEN		BRIBE REQUIRED		ENEMY SKILLS
Drop Ratio	Ability Slots	Abilities Attached	Normal	Rare	Normal	Rare	Gil Required	Item Received	
128/256	2-3	1-3	Power Sphere (x2), Al Bhed Potion (x2)	Power Sphere (x2), Al Bhed Potion (x2)	Smoke Bomb (x3)	Smoke Bomb (x3)	360,000	Skill Sphere (x2)	N/A

## EQUIPMENT ABILITIES

Weapon	Piercing, Darktouch, Strength +5%, Magic +5%
Armor	Dark Ward

Game Basics  
Items and Equipment  
Characters & Areas  
Walkthrough  
1  
2  
3  
4  
5  
6  
7  
Side Quests & Secrets  
Blitzball  
Bestiary







The image is a promotional title page for Final Fantasy X-2. On the left, a detailed 3D render of Yuna is shown from the waist up, looking slightly to the right. She has her signature long, light-colored hair and blue eyes. She is wearing a dark blue sleeveless top with white ruffles and a blue sash. A red, segmented arm extends from behind her, holding a sword. In the upper right, a smaller illustration shows a summon, likely Bahamut, in a dynamic pose. The background is a dark, atmospheric scene with glowing blue and purple lights. The title 'FINAL FANTASY X-2' is written in a stylized, serif font across the middle right.

FINAL FANTASY X-2



# Characters

## SPOILER ALERT!

If you haven't yet completed *FINAL FANTASY X*, we recommend you do so before reading anything in this section of the guide, starting with this very page, which is laden with spoilers. Beware, players new to these classic *FINAL FANTASY* entries!

## The Gullwings

For 1000 years, the world of Spira was held in the grip of terror as the great monster Sin punished its citizens for using the forbidden machina in the great wars. To combat Sin, powerful summoners would make a pilgrimage to Zanarkand, the ruins of what was once the greatest city in Spira. Able to call and control the devastating manifestations of the fayth, aeons, into battle, these summoners would sacrifice their lives and the life of a chosen guardian to defeat Sin for a temporary period called the "Calm." Unfortunately, the Calm would end and Sin would eventually return, forcing a new summoner to forfeit their life to bring peace to Spira once again.

This cycle of life and death continued in Spira for untold generations, until one summoner stood against the teachings of Yevon and sought a new means by which to defeat Sin—permanently. The summoner's name was Yuna, and along with her guardians, she went against the order of Yevon and fought enemies on all sides. In a last ditch effort, Yuna and her guardians took on Sin and defeated it forever, bringing forth a time that would be referred to as the "Eternal Calm." Although peace would finally last forever, Yuna was forced to say goodbye to someone for whom she cared very much. The young man named Tidus had been a dream of the fayth, and when the fayth were defeated during the attack on Sin, their dream faded.

Yuna thought that the love of her life had vanished alongside the last remaining traces of Sin. But two years later, Rikku appeared in Besaid Village and delivered a sphere found by Kimahri, Yuna's former guardian and the new Elder of the Ronso tribe of Mt. Gagazet. This sphere contained images of a young man who resembled Tidus so closely that Yuna was compelled to leave Besaid and begin a new search for more spheres that might lead her closer to the truth. This is her story.



The daughter of Lord Braska, Yuna is the high summoner who defeated Sin and brought about the Eternal Calm. She lived most of her life by a strict code of ethics directed by the teachings of Yevon. She always believed that she would one day sacrifice herself to defeat Sin, but through the love and faith of her guardians, she realized that it was possible to deliver to the people of Spira an even greater gift by defeating Sin forever. After this great victory, Yuna is now attempting to explore and enjoy the life she thought she would have to forsake. Along with her cousin Rikku and the Gullwings—a group of Al Bhed sphere hunters—she scours Spira in search of valuable spheres containing records of the long-forgotten history before Sin. While her main desires are to explore the world, meet new people, and have fun, Yuna also seeks to answer the mysteries surrounding the recordings of the strange sphere.





# RIKKU

Rikku is Yuna's cousin and an Al Bhed. The Al Bhed are a race of people in Spira who speak a different language, which can be deciphered by obtaining the Al Bhed Primers. Al Bhed enjoy tinkering with machines, or "machina," and they have started an excavation in Bikanel Desert to unearth ancient machina to study in hopes of improving their current use and one day make their own. The Gullwings' airship, the Celsius, is a unique piece of machina. Rikku and her brother, appropriately named "Brother," have turned the machina into a first-class flying machine. Rikku was one of Yuna's guardians in the fight against Sin and aided her in bringing about the Eternal Calm. Now that Yuna has left her village in search of fun and adventure, Rikku is dedicated to helping her cousin find excitement, even at the risk of getting into trouble!



# PAINE

The mysterious female warrior called Paine joined the Gullwings before Yuna came along. No one knows much about her, except that she is rather quiet and generally keeps to herself. Paine is extremely tough and loves a good fight, but she is also reasonable enough to smell trouble a mile away. Paine reveals little about her past, except that she has always wanted to fly on an airship and hunt for spheres containing records of Spira's past. No one knows if perhaps some of these spheres may contain records that are personal to her...



# Garment Grids & Dresspheres

*Final Fantasy X-2* features a new system of character development and combat called the dressphere system. Dresspheres are small spheres that fit into nodes on a Garment Grid. When a character equips a Garment Grid, she can then equip any of the dresspheres placed on the grid. A character can also perform a “spherechange” during battle. Each dressphere enables the character to play a unique role in the party. While a character has a dressphere equipped, she will learn a special set of abilities tailored to the functions of the dressphere. Upon learning all the abilities of a dressphere, the character is said to have “Mastered” the dressphere.

Fiends and NPCs inducted into the group through Shinra’s Creature Creator must also be assigned a Garment Grid and equipped with a dressphere if they are to be used in the party.

## Spherechange

When battle begins, a character appears dressed according to the dressphere she is equipped with. During battle, you can use a character’s combat turn to perform a “spherechange” by pressing **[L]** to access the character’s Garment Grid. Use the cursor to select the dressphere you want to change into, then press **[X]**. You can only change to a dressphere that is connected to the currently equipped dressphere by a single line on the Garment Grid. After doing so, the character changes from the previous dressphere to the new one with a spectacular transformation sequence. If you don’t want to view the transformation sequence, or if you prefer to view a shortened version, you can set such preferences in the Config sub-screen of the main menu. Regardless of this setting, the full transformation sequence plays whenever the player changes into a dressphere they haven’t used before.

Spherechange is a strategic move to use in battle. For instance, once a Thief steals items and pilfers gil from an enemy, you may want to switch to a dressphere that is more useful in defeating the enemy. Likewise, if a Black Mage runs out of MP and doesn’t know the MP Drain ability, it’s best to switch that character to a dressphere in which they can perform physical attacks that do not require MP.

## Gates

When a character switches from one dressphere to another, a glowing, blue line is drawn between the two dresspheres on the Garment Grid. If this glowing line passes through a colored gate, the character gains an added ability or status bonus. Such effects can include the ability to cast a spell or a Strength increase. Note, however, that the effect lasts only until the end of the current battle. Check the description of each Garment Grid to determine what effect a gate on the grid will provide when you pass through it during a spherechange. These boosts should be part of your plan—either equip characters with Garment Grids that can give your characters flexibility beyond their primary role, like giving an attacker a Garment Grid that also allows her to heal if needed, or use Garment Grid bonuses to hone in even further on existing strengths. Giving a Warrior a Garment Grid that greatly boosts Strength is a perfect example.

## Special Dresspheres

By completing certain objectives or quests during the game, the party will find special dresspheres that can be utilized by only one of the three characters. Yuna’s special dressphere is Floral Fallal; Rikku’s is Machina Maw; and Paine’s is Full Throttle. Special dresspheres are not equipped on Garment Grids. The character can always transform into a special dressphere no matter which Garment Grid is equipped.

For a character to spherechange into a special dressphere, you must change to every dressphere on the Garment Grid during a battle. After changing into every dressphere on a fully loaded Garment Grid, all the dresspheres on the grid should be connected by blue lines. Press **[L]** to access the spherechange menu, then press **[R]** to access the character’s special dressphere command and press **[X]**. A special dressphere change can only be made if the player changes into all the dresspheres on a Garment Grid. This means that a dressphere must be placed in every node on the grid.

The stats of the special dressphere are determined by the number of dresspheres on the Garment Grid. A Garment Grid with fewer nodes, such as Unerring Path, makes transforming to the special dressphere much easier during combat, but it results in a weaker version of the special dressphere.

When a character transforms into her special dressphere, the other two characters leave the battlefield. Each special dressphere consists of three sections, each of which receives a combat turn to perform an action. In essence, it’s still like a three-character party. Special dresspheres acquire AP just like normal dresspheres, and the character learns new abilities and becomes more formidable in combat while wearing a special dressphere. However, unlike normal dresspheres, the special dresspheres require “key items” to be fully mastered.

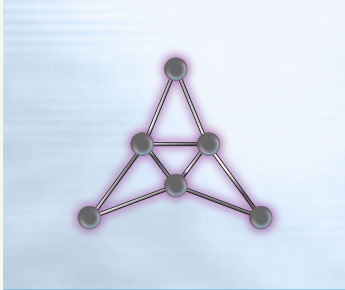
## Learning Abilities

Each time a character takes a valid action on the battlefield, that character earns Ability Points (AP), which accumulate toward learning a new ability. You can choose the abilities your characters learn next via the Abilities sub-screen, which lists all available dresspheres and abilities. As a character learns abilities, new ones may be added to this list. For more detailed information on learning new abilities, refer to the Dresspheres section in this chapter. While keeping an eye on the Abilities sub-screen allows you to personally direct each character’s growth, you don’t have to worry about “wasting” AP, since the game automatically starts pouring AP into the next learnable ability after the previous one is earned through AP accrual.



# GARMENT GRIDS

## FIRST STEPS



Nodes	6
Equip	No effect
Gates	None

Creature Equip: Can use Cure; STR, DEF, MAG, M.DEF +5

## VANGUARD

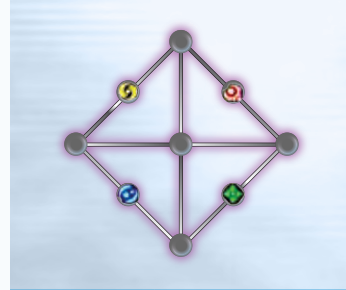


Nodes	5
Equip	STR +5, MAG +5

	STR +5
	STR +5
	MAG +5
	MAG +5

Creature Equip: Can use Armor Break; STR, MAG +10

## BUM RUSH



Nodes	5
Equip	STR +10, MAG +10

	STR +10
	STR +10
	MAG +10
	MAG +10

Creature Equip: Can use Assault; STR, MAG +15

## UNDYING STORM



Nodes	5
Equip	STR +15, MAG +15

	STR +15
	STR +15
	MAG +15
	MAG +15

Creature Equip: Can use Sparkler; STR +15, MAG +20

## FLASH OF STEEL



Nodes	5
Equip	STR +20, MAG +20

	STR +20
	STR +20
	MAG +20
	MAG +20

Creature Equip: Can use Eject; STR, MAG +30

## PROTECTION HALO



Nodes	5
Equip	DEF +5, M.DEF +5

	DEF +5
	DEF +5
	M.DEF +5
	M.DEF +5

Creature Equip: Can use Esuna; DEF, M.DEF +10

## HOOR OF NEED



Nodes	5
Equip	DEF +10, M.DEF +10

	DEF +10
	DEF +10
	M.DEF +10
	M.DEF +10

Creature Equip: Can use No Fear; DEF, M.DEF +15

## UNWAVERING GUARD



Nodes	5
Equip	DEF +15, M.DEF +15

	DEF +15
	DEF +15
	M.DEF +15
	M.DEF +15

Creature Equip: Can use Curaga; DEF, M.DEF +20

## VALIANT LUSTRE



Nodes	5
Equip	DEF +20, M.DEF +20

	DEF +20
	DEF +20
	M.DEF +20
	M.DEF +20

Creature Equip: Can use Moogle Cureja; DEF, M.DEF +30

## HIGHROAD WINDS



Nodes	4
Equip	First Strike

	Slowproof
	Stopproof
	Use Haste
	SOS Haste

Creature Equip: Can use Hayate; First Strike; AGI +15

## MOUNTED ASSAULT



Nodes	4
Equip	First Strike

	Slowproof
	Stopproof
	Use Hastega
	Auto-Haste

Creature Equip: Can use Unhinge; First Strike; AGI +20

## HEART OF FLAME



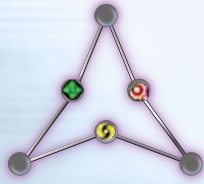
Nodes	3
Equip	Fire Eater, Use Fire

	Firestrike
	Use Fira
	Use Firaga

Creature Equip: Can use Flametongue; Fire Eater

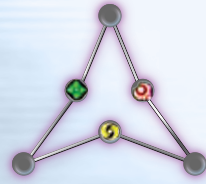


### ICE QUEEN



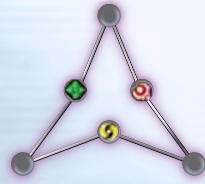
Nodes	3
Equip	Ice Eater, Use Blizzard
	Icestrike
	Use Blizzara
	Use Blizzaga
Creature Equip: Can use Ice Brand; Ice Eater	

### THUNDER SPAWN



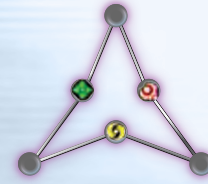
Nodes	3
Equip	Lightning Eater, use Thunder
	Lightning Strike
	Use Thundara
	Use Thundaga
Creature Equip: Can use Thunder Blade; Thunder Eater	

### MENACE OF THE DEEP



Nodes	3
Equip	Water Eater, use Water
	Waterstrike
	Use Watera
	Use Waterga
Creature Equip: Can use Liquid Steel; Water Eater	

### DOWNTRODDER



Nodes	3
Equip	Gravity Eater
	Gravitystrike
	Use Demi
	Double HP
Creature Equip: Can use Demi Sword; Gravity Eater	

### SACRED BEAST



Nodes	4
Equip	Holy Eater
	Holystrike
	Use Holy
Creature Equip: Can use Excalibur; Holy Eater	

### TETRA MASTER



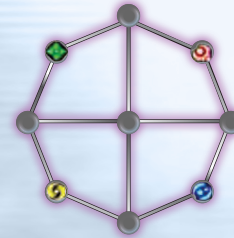
Nodes	5
Equip	Tetrastrike
	Fire Eater
	Ice Eater
	Lightning Eater
	Water Eater
Creature Equip: Can use Tetrastrike	

### RESTLESS SLEEP



Nodes	5
Equip	Use Sleep & Bio
	Sleepproof
	Sleeptouch
	Poisonproof
	Poisonproof
Creature Equip: Can use Sleep; Sleepproof	

### STILL OF NIGHT



Nodes	5
Equip	Use Silence & Blind
	Silenceproof
	Silencetouch
	Darkproof
	Darktouch
Creature Equip: Can use Silence; Silenceproof	

### MORTAL COIL



Nodes	5
Equip	Itchproof
	Curseproof
	Stoneproof
	Stonetouch
	Use Break
Creature Equip: Can use Break; Stoneproof	

### RAGING GIANT



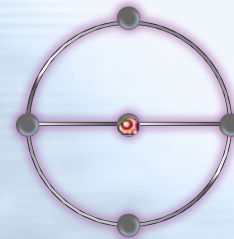
Nodes	5
Equip	Use Confuse
	Confuseproof
	Confusetouch
	Berserkproof
	Berserktouch
Creature Equip: Can use Confuse; Confuseproof	

### BITTER FAREWELL



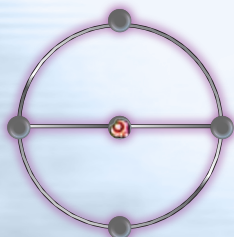
Nodes	5
Equip	Use Death & Doom
	Deathproof
	Deathtouch
	Doomproof
	Doomtouch
Creature Equip: Can use Death; Deathproof	

### SELENE GUARD



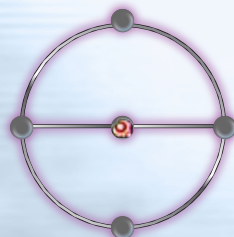
Nodes	4
Equip	SOS Shell, Use Shell
	Auto-Shell
Creature Equip: Can use Shell; SOS Shell	

### HELIOS GUARD



Nodes	4
Equip	SOS Protect, Use Protect
	Auto-Protect
Creature Equip: Can use Protect; SOS Protect	

### SHINING MIRROR



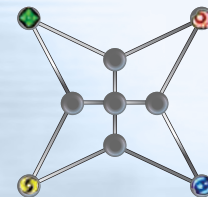
Nodes	4
Equip	Piercing MAG, Use Reflect
	Auto-Reflect
Creature Equip: Can use Reflect; Piercing Magic	

### COVETOUS



Nodes	3
Equip	No effect
	Use Drain
	Use Osmose
Creature Equip: Can use Absorb	

### DISASTER IN BLOOM



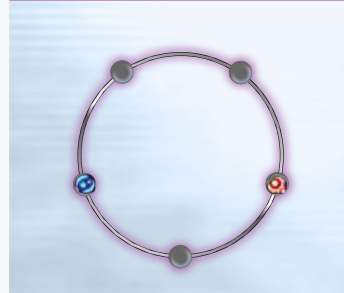
Nodes	5
Equip	No effect
	Sleeptouch
	Silencetouch
	Darktouch
	Poisonproof
	Stonetouch
Creature Equip: Can use Envenom; Sleepstrike; Poisonstrike	

SCOURGEBANE



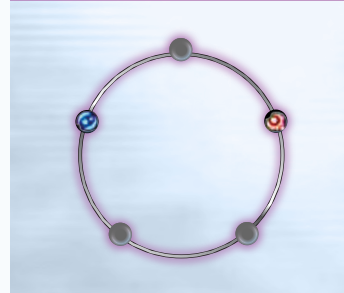
Nodes	5
Equip	No effect
	Sleepproof, Poisonproof
	Silenceproof, Darkproof
	Confuseproof, Berserkproof
	Curseproof, Itchproof
Creature Equip: Can use Clean Slate; Health Preserver	

HEALING WIND



Nodes	3
Equip	Use Cure
	Use Cura
	Use Curaga
Creature Equip: Can use Cura	

HEART REBORN



Nodes	3
Equip	Use Life & Cure
	Use Cura
	Use Curaga
Creature Equip: Can use Life	

HEALING LIGHT



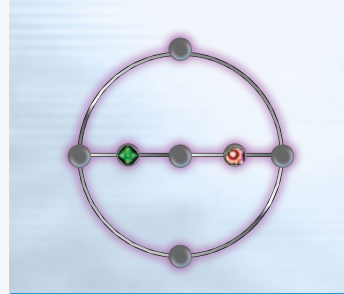
Nodes	4
Equip	Use Cure
	Use Cura
	Use Life
	Use Curaga
	Use Full-Cure
Creature Equip: Can use Full-Cure	

IMMORTAL SOUL



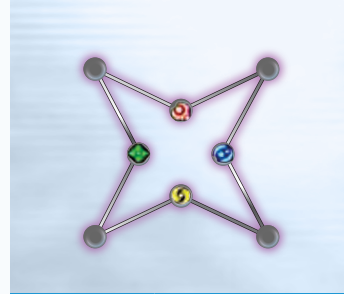
Nodes	4
Equip	Use Life & Cure
	Use Cura
	Use Curaga
	Use Full-Life
Creature Equip: Can use Full-Life	

WISHBRINGER



Nodes	5
Equip	HP Stroll, use Regen
	Use Curaga
	Auto-Regen
Creature Equip: Can use Regen; HP Stroll; IMP Stroll	

STRENGTH OF ONE



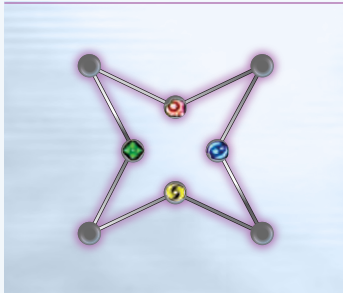
Nodes	4
Equip	STR +10
	STR +15
	STR +15
	STR +15
	STR +15
Creature Equip: Can use Nonpareil; STR +40	

SEETHING CAULDRON



Nodes	4
Equip	MAG +10
	MAG +15
	MAG +15
	MAG +15
	MAG +15
Creature Equip: Can use Magicide; MAG +40	

STONEHEWN



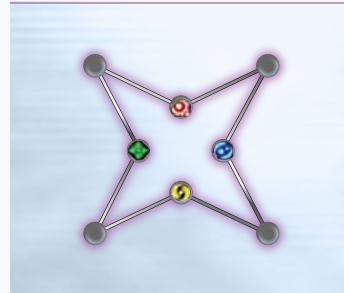
Nodes	4
Equip	DEF +10
	DEF +15
	DEF +15
	DEF +15
	DEF +15
Creature Equip: Can use Magic Break; DEF +50	

ENIGMA PLATE



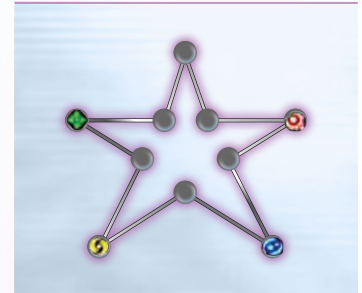
Nodes	4
Equip	M.DEF+10
	M.DEF+15
	M.DEF+15
	M.DEF+15
	M.DEF+15
Creature Equip: Can use Mental Break; M.DEF +50	

HOWLING WIND



Nodes	4
Equip	AGI +5
	AGI +5
	AGI +5
	AGI +5
	AGI +5
Creature Equip: Can use Intimidate; AGI +20	

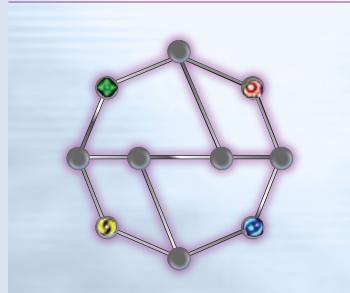
RAY OF HOPE



Nodes	6
Equip	LCK +30
	LCK +30
	LCK +30
	LCK +30
	LCK +30
Creature Equip: Can use Dismissal; Butterfingers; EVA +50	

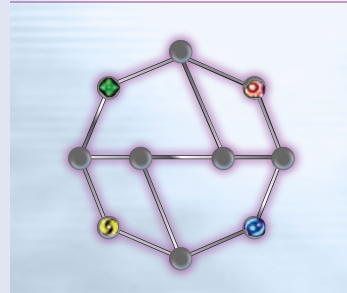


### PRIDE OF THE SWORD



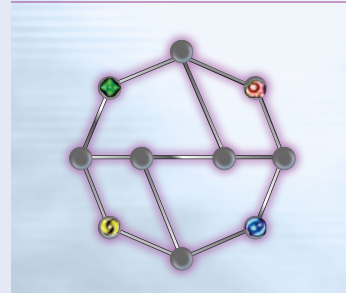
Nodes	6
Equip	Use Swordplay abilities
	STR +15
	STR +15
	STR +15
	STR +15
	Swordplay wait down
Creature Equip: Can use Delay Buster; Turbo Swordplay; HP +30%	

### SAMURAI'S HONOUR



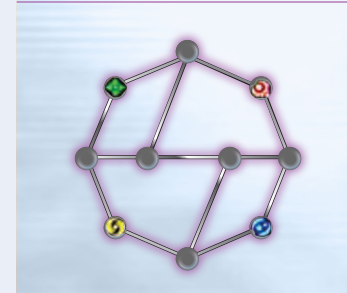
Nodes	6
Equip	Use Bushido abilities
	STR +15
	STR +15
	STR +15
	STR +15
	Bushido wait down
Creature Equip: Can use Shin-Zantetsu; Turbo Bushido; HP +30%	

### BLOOD OF THE BEAST



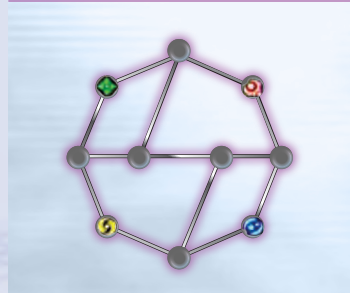
Nodes	6
Equip	Use Instinct abilities
	STR +15
	STR +15
	STR +15
	STR +15
	Instinct wait down
Creature Equip: Can use Cripple; Turbo Instinct; HP +30%	

### CHAOS MAELSTROM



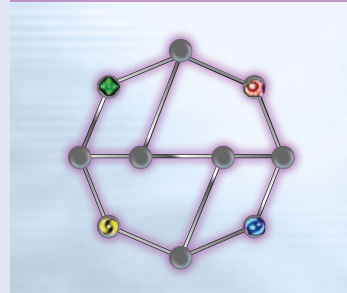
Nodes	6
Equip	Use Arcana abilities
	MAG +15
	MAG +15
	MAG +15
	MAG +15
	Arcana wait down
Creature Equip: Can use Black Sky; Turbo Arcana; HP +30%	

### WHITE SIGNET



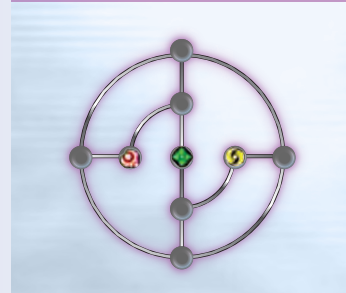
Nodes	6
Equip	Use White Magic abilities
	MAG +15
	MAG +15
	MAG +15
	MAG +15
	White Magic wait down
Creature Equip: Can use Holy; Turbo White Magic; MP +30%	

### BLACK TABARD



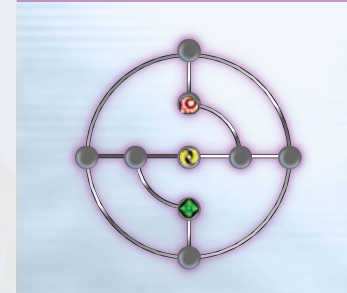
Nodes	6
Equip	Use Black Magic abilities
	MAG +15
	MAG +15
	MAG +15
	MAG +15
	Black Magic wait down
Creature Equip: Can use Flare; Turbo Black Magic; MP +30%	

### MERCURIAL STRIKE



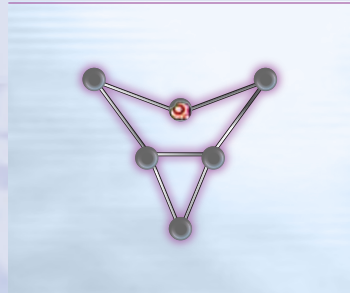
Nodes	6
Equip	No effect
	Swordplay wait down
	Bushido wait down
	Instinct wait down
Creature Equip: Can use Quick Hit	

### TRICKS OF THE TRADE



Nodes	6
Equip	No effect
	Black Magic wait down
	White Magic wait down
	Arcana wait down
Creature Equip: Can use Quick Flare	

### HORN OF PLENTY



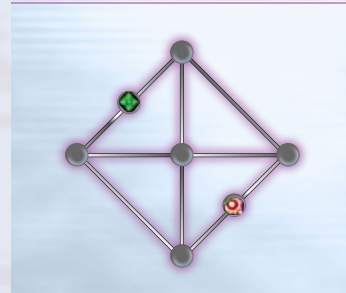
Nodes	5
Equip	Use Nab Gil
	Gillionaire
Creature Equip: Can use Nab Gil; Gillionaire	

### TREASURE HUNT



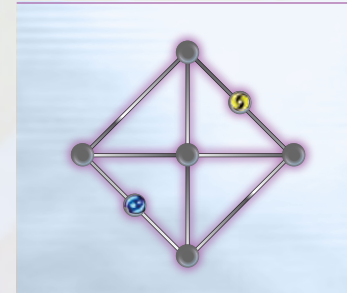
Nodes	5
Equip	Use Mug
	Double Items
Creature Equip: Can use Mug; Double Items	

### TEMPERED WILL



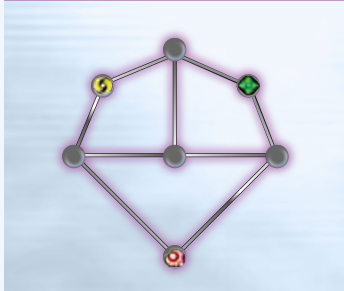
Nodes	5
Equip	No effect
	Double HP
	Double MP
Creature Equip: Can use Howl; HP +50%	

### COVENANT OF GROWTH



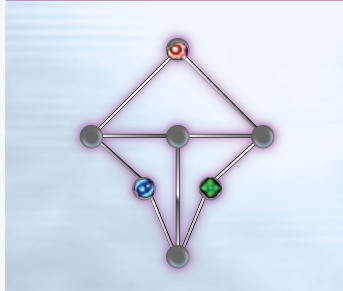
Nodes	5
Equip	No effect
	Double AP
	Double EXP
Creature Equip: Can use Momentum; Double EXP	

**SALVATION PROMISED**



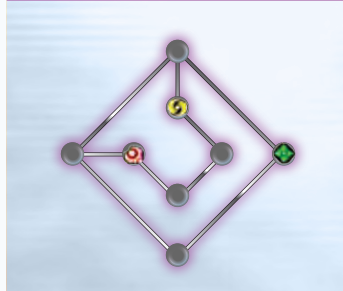
Nodes	4
Equip	Use White Magic abilities
	Use Auto-Life
Creature Equip:	Can use Auto-Life

**CONFLAGRATION**



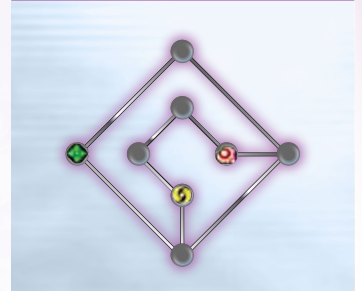
Nodes	4
Equip	Use Black Magic abilities
	Use Flare
Creature Equip:	Can use Flare

**SUPREME LIGHT**



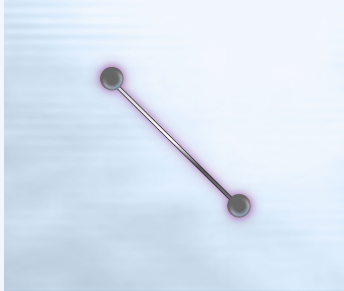
Nodes	5
Equip	Use White Magic abilities
	Use Auto-Life
	Use Holy
Creature Equip:	Can use Holy

**MEGIDDO**



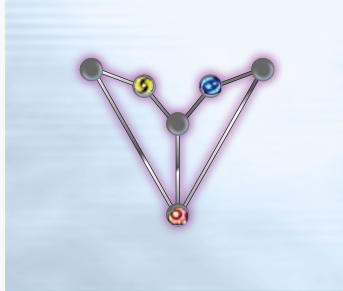
Nodes	5
Equip	Use Black Magic abilities
	Use Flare
	Use Ultima
Creature Equip:	Can use Ultima

**UNERRING PATH**



Nodes	2
Equip	No effect
Gates	None
Creature Equip:	Can use Crackdown; HP, MP +30%; STR, DEF, MAG, M.DEF, AGI, EVA, LCK +20

**FONT OF POWER**



Nodes	4
Equip	Half MP Cost
	MAG +15
	MAG +15
	MAG +15
	One MP Cost
Creature Equip:	1 MP Cost; MP -50%

**HIGHER POWER**



Nodes	5
Equip	Break HP Limit
	Break Damage Limit
Creature Equip:	Break HP Limit; HP +50%

**THE END**



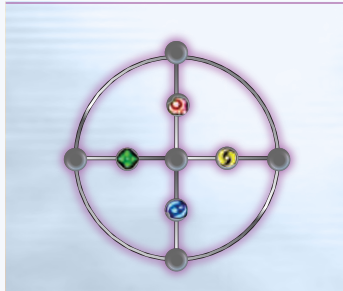
Nodes	5
Equip	Break HP Limit
	Break Damage Limit
	Use Finale
Creature Equip:	Break Damage Limit; STR, MAG +30

**INTREPID**



Nodes	3
Equip	Pointlessproof
	Triple AP
Creature Equip:	Can use Fingersnap; STR, DEF, MAG, M.DEF +10

**ABOMINABLE**



Nodes	5
Equip	Itchproof
	Poisonproof/Sleepproof
	Stoneproof/Deathproof
	Confuseproof/Berserkproof
	Silenceproof/Darkproof
	Ribbon
Creature Equip:	Ribbon; STR, DEF, MAG, M.DEF +20

**PEERLESS**



Nodes	4
Equip	None
	Physical Attacks All Critical
	Magic Booster
	Auto-Haste
	Break Damage Limit
Creature Equip:	All Critical

**LAST RESORT**



Nodes	4
Equip	None
	0 MP Cost
	Physical Attacks All Critical
	Magic Booster
	Break Damage Limit
	Hero's Stash
Creature Equip:	Hero's Stash



# DRESSPHERES

## GUNNER

MAIN COMMANDS • Attack • Trigger Happy • Gunplay • Item

The Gunner uses firearms to attack enemies. Range isn't a problem, and a Gunner's attacks are very effective against flying or airborne enemies. The Trigger Happy attack enables you to assail a single foe with a barrage of lower-powered chain attacks (quickly tap **□**) during the time allotted. You can even extend the time for Trigger Happy by leveling up the ability. At first, a Gunner's attacks won't deal much damage. But as a character gains levels, the Gunner dresssphere becomes a powerful tool for quickly disposing of enemies. Gunplay abilities feature special shots that require MP to execute. However, unlike most skills and spells, Gunplay abilities are immediately performed by the Gunner, similar to physical attacks.

In combat, the Gunner's main job is to attack and destroy enemies. At the start of the game, the Gunner is quite effective at this job. Equip a Gunner with accessories and Garment Grids to boost Strength and Accuracy to inflict more damage. As the character donning the Gunner dresssphere gains experience levels and grows in strength, her attacks become more devastating with a higher frequency of critical hits.



### GUNNER ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Trigger Happy	0	0	Press <b>□</b> repeatedly during allotted time for multiple hits.	None
Potshot	20	8	Damage one enemy.	None
Cheap Shot	30	8	Damage one enemy regardless of its Defense.	Potshot
Enchanted Ammo	30	8	Inflict magical damage on one enemy.	None
Target MP	30	8	Inflict damage on one enemy's MP.	Enchanted Ammo
Quarter Pounder	40	8	Reduce one enemy's HP by 1/4.	Target MP
On the Level	40	12	Damage one enemy according to the user's current EXP level multiplied by 16.	Target MP
Burst Shot	60	12	Critically damage one enemy.	None
Table-turner	60	8	Deal greater damage to enemies with high Defense.	Potshot
Scattershot	80	8	Damage all enemies.	Burst Shot
Scatterburst	120	36	Critically damage all enemies	Scattershot
Darkproof	30	0	Guards against Darkness.	None
Sleepproof	30	0	Guards against Sleep.	Darkproof
Trigger Happy Lv.2	80	0	Extends the time allotted for Trigger Happy.	None
Trigger Happy Lv.3	150	0	Extends the time allotted for Trigger Happy.	Trigger Happy Lv.2

## THIEF

MAIN COMMANDS • Attack • Steal • Flimflam • Flee • Item



While most enemies drop items and small amounts of gil after each battle, a Thief can steal additional items, gil, HP, and MP from enemies during combat. While a Thief is neither strong nor sturdy like some of the typical "attacker" types, the Thief's high Agility and Evasion make it easier to sidestep many physical attacks. By stealing items and using the Pilfer Gil ability during every battle, a Thief helps the party to amass an overwhelming supply of medicines, bombs, consumables, and accessories, as well as plenty of gil. Stealing is one of the best methods to gain powerful equipment early in the game. In particular, by entering Fiend Arena tournaments in Shinra's Creature Creator, you can steal accessories from Chapter 5 while you're still in Chapter 1! Going hand-in-hand with stealing, the First Strike ability of a Thief enables her to get the first turn in combat.

During combat, spend the first few turns stealing items and gil from each enemy on the battlefield. If enemies are reluctant to give up items and your Thief continuously comes up empty-handed, use the Sticky Fingers ability to pry the items loose. In particular, bosses usually hold powerful accessories that can only be gained by stealing, so keep someone equipped with a Garment Grid that can be switched to Thief at all times. Help out your fellow party members by halting enemy advancement with Borrowed Time, or enable the entire party to run simultaneously with the Flee ability in case of an emergency.

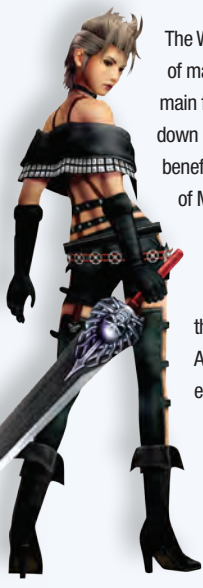
Interestingly, equipping a fiend or NPC acquired from the Creature Creator with the Thief dresssphere changes that creature's Fight command into Mug.

### THIEF ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Steal	0	0	Steal items from one enemy.	None
Pilfer Gil	30	2	Steal gil from one enemy.	None
Borrowed Time	100	16	Inflict Stop on one enemy.	None
Pilfer HP	60	10	Steal HP from one enemy.	Pilfer Gil
Pilfer MP	60	0	Steal MP from one enemy.	Pilfer HP
Sticky Fingers	120	20	Always steal items from one enemy.	Pilfer HP
Master Thief	140	20	Steal rare items from one enemy.	Sticky Fingers
Soul Swipe	160	12	Inflict Berserk on one enemy.	Pilfer HP
Steal Will	160	18	Cause one enemy to flee from battle.	Soul Swipe
Flee	10	0	Aid the party's escape from battle.	None
Item Hunter	60	0	Improves the odds of enemies dropping items.	None
First Strike	40	0	Act at the beginning of battle.	None
Initiative	60	0	Raises the party's chance of a preemptive strike.	First Strike
Slowproof	20	0	Guards against <b>Slow</b> .	Item Hunter
Stopproof	40	0	Guards against <b>Stop</b> .	Slowproof

# WARRIOR

MAIN COMMANDS • Attack • Swordplay • Assault • Sentinel • Item



The Warrior, Paine's initial dressphere, is the first of many strong "attacker" dresspheres in the game. The main function of a Warrior is to hit enemies hard and bring down large amounts of enemy HP with each strike. A Warrior benefits from a lot of HP, but lacks a respectable amount of MP. A Warrior's Swordplay skills are all low MP-cost abilities that fuse magic with metal in a powerful attack designed to exploit enemy weaknesses. A Warrior can also make many enemies easier to defeat by lowering their attacking power, defense, and spell casting abilities. Additionally, a Warrior can also delay the action of an enemy with Delay Attack and Delay Buster.

During battles, if an enemy is taking less than the normal amount of damage from a Warrior's attack, use Swordplay abilities to exploit elemental weaknesses or inflict status ailments on it. Without restorative abilities, a Warrior must depend on others (or items) to regain lost HP.

## WARRIOR ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Sentinel	20	0	Take less physical damage until next turn.	None
Flametongue	20	4	Deal fire damage to one enemy.	None
Ice Brand	20	4	Deal ice damage to one enemy.	None
Thunder Blade	20	4	Deal lightning damage to one enemy.	None
Liquid Steel	20	4	Deal water damage to one enemy.	None
Demi Sword	60	6	Deal gravity damage to one enemy.	Flametongue, Ice Brand, Thunder Blade, Liquid Steel
Excalibur	120	24	Deal holy damage to one enemy.	Demi Sword
Power Break	30	4	Damage one enemy and lower its Strength.	None
Armor Break	30	4	Damage one enemy and lower its Defense.	None
Magic Break	30	4	Damage one enemy and lower its Magic.	None
Mental Break	30	4	Damage one enemy and lower its Magic Defense.	Magic Break
Delay Attack	100	10	Damage one enemy and delay its action.	Armor Break
Delay Buster	120	16	Damage one enemy and greatly delay its action.	Delay Attack
Assault	100	0	Cast Berserk, Haste, Shell, and Protect on the party.	Sentinel
SOS Protect	20	0	Casts Protect when HP is low.	Sentinel

# SONGSTRESS

MAIN COMMANDS • Dance • Sing • Item

The Songstress dressphere transforms its user into a singing sensation who uses music and dance to distract the enemies from damaging the party. By learning the various Dance moves available, a Songstress can inflict status ailments on the enemy party with a 100% success rate (except in cases where enemies are immune to the status ailments). For example, while a Songstress is present, you can blind the entire enemy party to prevent them from striking with physical attacks, or even stop them completely to make them easier targets. The Songstress has no ability to attack or heal unless she is equipped with the proper Garment Grids or accessories. While equipping and mastering this dressphere, it's a good idea to equip accessories or Garment Grids that allow you to use the attack or healing abilities of another dressphere, so the Songstress can adapt to emergency situations.

During combat, use Dance abilities to negate the enemies' combat abilities, or throw the whole party into a frenzy by casting Jitterbug. A Songstress won't get another turn until the effects of the previous dance have ended. If a Songstress can't inflict status ailments on an enemy due to immunities, use Sing abilities to boost the attributes of allies.



## THE BOOKS OF MAGICAL DANCES

To learn MP Mambo and Magical Masque, you must acquire two key items: **Magical Dances, Vol. I** and **Magical Dances, Vol. II**. Volume I is obtained by defeating the boss enemies inside the Den of Woe at Mushroom Rock. Volume II is obtained by defeating the Experiment machine at Djose Temple during Chapter 5, when the boss's Attack, Defense, and Special parameters are all at level 5.

## SONGSTRESS ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Darkness Dance	0	0	Inflict Darkness on all enemies while dancing.	None
Samba of Silence	20	0	Inflict Silence on all enemies while dancing.	None
MP Mambo	20	0	Reduce the party's MP cost to 0 while dancing.	Magical Dances, Vol I key item
Magical Masque	20	0	Nullify magical attacks against the party while dancing.	Magical Dances, Vol II key item
Sleepy Shuffle	80	0	Inflict Sleep on all enemies while dancing.	None
Carnival Cancan	80	0	Double the party's max HP while dancing.	Sleepy Shuffle
Slow Dance	60	0	Inflict Slow on all enemies while dancing.	None
Brakedance	120	0	Inflict Stop on all enemies while dancing.	Slow Dance
Jitterbug	120	0	Sustain a Haste effect on the party while dancing.	Slow Dance
Dirty Dancing	160	0	The party inflicts critical hits while you dance.	Carnival Cancan
Battle Cry	10	4	Raise the party's Strength.	None
Cantus Firmus	10	4	Raise the party's Defense.	Battle Cry
Esoteric Melody	10	4	Raise the party's Magic.	None
Disenchant	10	4	Raise the party's Magic Defense.	Esoteric Melody
Perfect Pitch	10	4	Raise the party's Accuracy.	None
Matador's Song	10	4	Raise the party's Evasion.	Perfect Pitch



# FESTIVALIST

MAIN COMMANDS • Attack • Festivities • Item

This festive dressphere allows each girl to show her seasonal spirit while still packing a mean punch. This dressphere is one of the few that grants different abilities to each girl. Yuna attacks with hand balls (called temari); Paine attacks with a large fan; and Rikku attacks using apparently deadly cotton candy. Each girl's Festivalist spherechange is accompanied by fireworks matching her Mascot dressphere.

Equipped with Festivalist, each girl can attack with different firework-related abilities and with abilities that span the elemental and status ailment gamuts. Only Yuna has abilities that draw on magic power as Festivalist—Rikku and Paine stick strictly to physical abilities. Yuna's Sandals and Rikku's Fish abilities allow them to attack with the elementals, while Paine's Mask abilities inflict enemies with debilitating status ailments. Yuna's Festivalist costume can be quite useful since her temari hit twice, mimicking the Thief's built-in ability to start Chains with double-hitting standard attack commands. Take advantage by timing Yuna's attack turn to strike just before another ally's heavy-hitting special abilities to easily pass on the Chain bonus to Yuna's teammate. Another Festivalist trait unique to Yuna: Her Ultima Sandals ability is one of the only ways to cast the fearsome Ultima spell (although whether the ability actually sets off Ultima on any given cast is random).



## YUNA FESTIVALIST ABILITIES

NAME	AP	MP	DESCRIPTION	ABILITIES REQUIRED
Attack	0	0	Attack one enemy.	None
Twinkler	30	6	Cure user of status ailments and restore HP.	None
Spinner	30	6	Inflict damage and Confusion on one enemy.	None
Popper	30	8	Damage one enemy.	Spinner
Fountain	40	12	Damage all enemies.	Popper
Fire Sandals	0	6	Sandals that inflict fire damage.	None
Ice Sandals	30	6	Sandals that inflict ice damage.	None
Lightning Sandals	30	6	Sandals that inflict lightning damage.	None
Water Sandals	30	6	Sandals that inflict water damage.	None
Flare Sandals	60	12	Sandals that Cast Flare and/or cause status ailments.	Fire Sandals, Ice Sandals, Lightning Sandals, Water Sandals
Ultima Sandals	100	24	Sandals that cast Ultima and/or cause status ailments.	Flare Sandals
Silenceproof	30	0	Guards against <b>Silence</b> .	None
Pointlessproof	30	0	Guards against <b>Pointless</b> .	None
Piercing Magic	30	0	Cast spells unaffected by enemies' Reflect.	Silenceproof
SOS Regen	30	0	Casts <b>Regen</b> when HP is low.	Pointlessproof
SOS Wall	100	0	Casts <b>Shell</b> and <b>Protect</b> when HP is low.	SOS Regen

## RIKKU FESTIVALIST ABILITIES

NAME	AP	MP	DESCRIPTION	ABILITIES REQUIRED
Attack	0	0	Attack one enemy.	None
Twinkler	30	6	Cure user of status ailments and restore HP.	None
Spinner	30	6	Inflict damage and Confusion on one enemy.	None
Popper	30	8	Damage one enemy.	Spinner
Fountain	40	12	Damage all enemies.	Popper
Fire Fish	0	6	Inflict fire damage on one enemy.	None
Ice Fish	30	6	Inflict ice damage on one enemy.	None
Lightning Fish	30	6	Inflict lightning damage on one enemy.	None
Water Fish	30	6	Inflict water damage on one enemy.	None
Gravity Fish	60	12	Inflict gravity damage on one enemy.	Fire Fish, Ice Fish, Lightning Fish, Water Fish
Holy Fish	100	20	Inflict holy damage on one enemy.	Gravity Fish
Pointlessproof	20	0	Guards against <b>Pointless</b> .	None
Slowproof	20	0	Guards against <b>Slow</b> .	None
Stopproof	40	0	Guards against <b>Stop</b> .	Slowproof
SOS Regen	30	0	Casts <b>Regen</b> when HP is low.	Pointlessproof
SOS Wall	100	0	Casts <b>Shell</b> and <b>Protect</b> when HP is low.	SOS Regen

## PAINE FESTIVALIST ABILITIES

NAME	AP	MP	DESCRIPTION	ABILITIES REQUIRED
Attack	0	0	Attack one enemy.	None
Twinkler	30	6	Cure user of status ailments and restore HP.	None
Spinner	30	6	Inflict damage and Confusion on one enemy.	None
Popper	30	8	Damage one enemy.	Spinner
Fountain	40	12	Damage all enemies.	Popper
Blind Mask	0	6	Inflict damage and Darkness on one enemy.	None
Silence Mask	30	6	Inflict damage and Silence on one enemy.	None
Sleep Mask	30	6	Inflict damage and Sleep on one enemy.	None
Poison Mask	30	6	Inflict damage and Poison on one enemy.	None
Stop Mask	60	14	Inflict damage and Stop on one enemy.	Blind Mask, Silence Mask, Sleep Mask, Poison Mask
Rock Mask	80	26	Inflict damage and Petrification on one enemy.	Stop Mask
Slowproof	20	0	Guards against <b>Slow</b> .	None
Stopproof	40	0	Guards against <b>Stop</b> .	Slowproof
SOS Haste	50	0	Casts <b>Haste</b> when HP is low.	Stopproof
SOS Regen	30	0	Casts <b>Regen</b> when health is low.	None
SOS Wall	100	0	Casts <b>Shell</b> and <b>Protect</b> when HP is low.	SOS Regen

# PSYCHIC

MAIN COMMANDS • Attack • Psionics • Teleport • Item



The girls don school uniform-type costumes for the Psychic dressphere. Psychics attack with mental power, which grants many unique abilities found nowhere else.

Psychics are the only combatants who can reposition themselves at will with Teleport, which allows double-damage strikes from behind. Psychics can also use the Telekinesis ability to instantly defeat a huge percentage of enemies (especially useful in Fiend Arena tournaments). Express functions like a supercharged Haste spell, boosting both Accuracy and Evasion to their maximally buffed levels along with speed. And between the passive Eater abilities and Magic Guard, Physics Guard, and Excellence, a leveled-up Psychic represents one of the hardest targets possible for hapless foes. The buffs present while wearing the Psychic dressphere are so strong that you may want the girls to start important battles as Psychics, even if you plan to quickly spherechange into other roles. Express in particular provides a huge boon to the ladies, no matter which dressphere you change into from Psychic.

## PSYCHIC ABILITIES

NAME	AP	MP	DESCRIPTION	ABILITIES REQUIRED
Attack	0	0	Attack one enemy.	None
Psychic Bomb	0	10	Damage all enemies.	None
Maser Eye	30	18	Damage one enemy.	None
Telekinesis	30	12	Instantly defeat one enemy. Sometimes fails.	Maser Eye
Brainstorm	30	18	Inflict Silence and Confusion on all enemies.	Telekinesis
Express	40	20	Raise Accuracy, Evasion and cast <b>Haste</b> on the user.	None
Teleport	30	0	Instantly move behind enemy.	Express
Time Trip	100	20	Stop time for everyone except user.	Teleportation
Magic Guard	80	28	Nullify magic attacks against user.	Gravity Eater
Physics Guard	80	28	Nullify physical attacks against user.	Magic Guard
Excellence	120	0	Nullify physical and magical attacks against user.	Physics Guard
Fire Eater	40	0	Converts fire damage to HP.	None
Ice Eater	40	0	Converts ice damage to HP.	None
Lightning Eater	40	0	Converts lightning damage to HP.	None
Water Eater	40	0	Converts water damage to HP.	None
Gravity Eater	40	0	Converts gravity damage to HP.	Fire Eater, Ice Eater, Lightning Eater, Water Eater

# BLACK MAGE

MAIN COMMANDS • Black Magic • Focus • MP Absorb • Item

Utilizing the forces of elemental magic, the Black Mage focuses power to attack enemies with incredible spells. Control of such energy weighs heavily upon the physical frame, so characters equipping the Black Mage dressphere have higher MP but lower HP, and high Magic and Magic Defense but low Strength and Defense. Protect Black Mages by equipping accessories and Garment Grids that raise HP and Defense. Without the ability to perform physical attacks, the Black Mage becomes useless on the battlefield once her MP is depleted. Since the learning of spell abilities is a gradual process requiring lots of battles, start by bolstering the magic at your disposal by acquiring the Focus and MP Drain abilities. By raising your Black Magic Level, you can assure shorter casting times. During the latter stages of the game, many enemies are more difficult to defeat due to their higher Magic Defense. When placing the Black Mage dressphere on a character's Garment Grid, complement it with a dressphere that focuses on physical attacks. This should enable your character to remain useful even after MP is depleted or enemies become resistant to magic.

On the battlefield, the Black Mage depends on the defense of "attacker" types and the support of "healer" types. Never allow more than one character to equip a Black Mage dressphere at a time to avoid throwing off the balance of the party. Begin each battle by using Focus for stronger spell casting, then target spells at one or multiple enemies. When MP gets low, use MP Absorb instead of consuming Ethers.



## BLACK MAGE ABILITIES

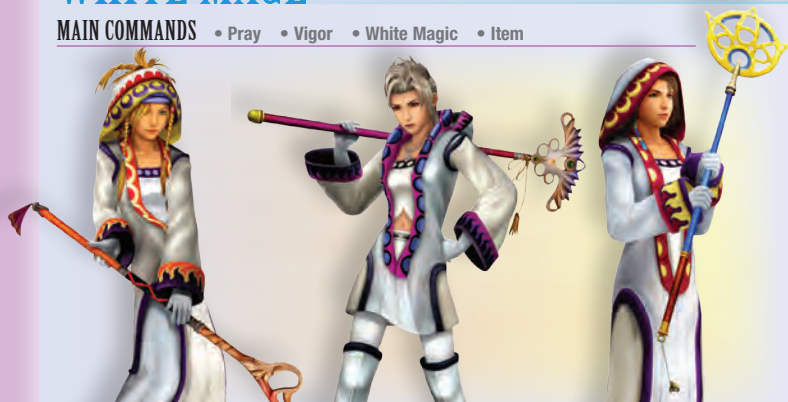
NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Fire	0	4	Deal fire damage to one or all enemies.	None
Blizzard	0	4	Deal ice damage to one or all enemies.	None
Thunder	0	4	Deal lightning damage to one or all enemies.	None
Water	0	4	Deal water damage to one or all enemies.	None
Fira	40	12	Deal fire damage to one or all enemies.	None
Blizzara	40	12	Deal ice damage to one or all enemies.	None
Thundara	40	12	Deal lightning damage to one or all enemies.	None
Watera	40	12	Deal water damage to one or all enemies.	None
Firaga	100	24	Deal fire damage to one or all enemies.	Fira
Blizzaga	100	24	Deal ice damage to one or all enemies.	Blizzara
Thundaga	100	24	Deal lightning damage to one or all enemies.	Thundara
Waterga	100	24	Deal water damage to one or all enemies.	Watera
Focus	10	0	Raise the user's Magic.	None
MP Absorb	10	0	Absorb MP from one enemy.	Focus
Black Magic Lv.2	40	0	Cuts the time required for Black Magic by 30%.	MP Absorb
Black Magic Lv.3	60	0	Cuts the time required for Black Magic in half.	Black Magic Lv.2

Characters  
 Garment Grids  
 Accessories & Items  
 Game System  
 Character Trainer  
 Walkthrough  
 1  
 2  
 3  
 4  
 5  
 100% Checklist  
 Mini-Games  
 Friends



# WHITE MAGE

MAIN COMMANDS • Pray • Vigor • White Magic • Item



While actively equipped by a party member, the White Mage dressphere enables a character to provide constant healing and support to all allies. Unable to attack under normal circumstances, the White Mage works to prevent the other characters from falling into KO status and to remove harmful status ailments affecting allies. Protective spells, such as Protect and Shell, enable a White Mage to reduce the damage inflicted on the party. Dispel enables a White Mage to level the battlefield by removing status benefits an enemy may be using on itself, and Reflect causes most magic spells cast on the party to be bounced back at the enemy who attempted to cast it. While the presence of a White Mage limits the amount of damage the party can inflict on the enemy, it also enables the party to survive battles much easier. White Magic abilities learned through this dressphere are useful throughout the game.

During combat, use the Pray ability during each combat turn to restore small amounts of HP to the entire party, even if such restoration is not required at the time. If the party is sustaining heavy damage, use Cure, Cura, or Curaga spells to cure one or all party members at once. Cast Protect to diminish physical damage, or Shell to reduce damage from magic.

## WHITE MAGE ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Pray	0	0	Restore a little HP to the party.	None
Vigor	20	0	Restore some HP to the user.	None
Cure	20	4	Restore a little HP to one or all party members.	None
Cura	40	10	Restore some HP to one or all party members.	None
Curaga	80	20	Restore a lot of HP to one or all party members.	Cura
Regen	80	40	Gradually restore one character's HP over time.	Curaga
Esuna	20	10	Cure one character's status ailments.	None
Dispel	30	12	Negate all spell effects on one enemy.	Esuna
Life	30	18	Revive one KO'd character.	None
Full-Life	160	60	Revive one KO'd character and fully restore HP.	Life
Shell	30	10	Reduce magical damage inflicted on the party.	None
Protect	30	12	Reduce physical damage inflicted on the party.	Shell
Reflect	30	14	Deflect spells cast at the party back at the enemy.	Protect
Full-Cure	80	99	Fully restore one character's HP and cure status ailments.	Regen
White Magic Lv.2	40	0	Cuts the time required for White Magic by 30%.	Vigor
White Magic Lv.3	60	0	Cuts the time required for White Magic in half.	White Magic Lv.2

# GUN MAGE

MAIN COMMANDS • Attack • Blue Bullet • Fiend Hunter • Scan • Item



A Gun Mage can expose the weaknesses and current status ailments or benefits of a single enemy or ally with the Scan ability. Gun Mages learn a variety of Fiend Hunter skills that enable them to deal greater damage to certain types of enemies. When dealing with Machina, Mechs, Helms, and Drakes in the early stages of the game, a Gun Mage who has learned the applicable skills makes quick work of these fights. Despite being called mages, Gun Mages don't have to worry about being afflicted with Silence, as this won't impair Fiend Hunter or Scan. Gun Mages also have the unique ability to learn the special attacks of enemies and use them in battle. When an enemy uses a special ability to attack a Gun Mage during combat, there is a chance that an active Gun Mage will learn the enemy's skill on the spot. The only problem is whether or not the Gun Mage survives the attack afterward!

In battle, use Scan on unknown enemies to reveal elemental or status weaknesses. For the rest of the battle, attack or perform Fiend Hunter abilities, if the types of fiends that the Gun Mage can affect are present. Always bring a Gun Mage if you want to learn new Blue Bullet abilities.

## BLUE BULLET ABILITIES

ABILITY	MP	DESCRIPTION	LEARNED FROM
Fire Breath	28	Deal fire damage to all enemies.	Balivarha
Seed Cannon	28	Damage one enemy.	Leucophylla, Cephalotus
Stone Breath	32	Petrify all enemies.	Tomb, Monolith, Dolmen, Epitaph
Absorb	3	Absorb HP and MP from one enemy.	Protochimera, Haizhe, Baralai (CH. 2), Flan Azabache, Jahi, Cindy, Vegnagun
White Wind	16	Restore some HP to the party and cure status ailments.	Bully Cap, Coeurl, Queen Coeurl, Mycotoxin, Ms. Goon
Bad Breath	64	Inflict status ailments on all enemies.	Malboro, Great Malboro
Mighty Guard	32	Cast <b>Shell</b> and <b>Protect</b> on the party.	Haizhe, Garik Ronso
Supernova	70	Damage all enemies.	Ultima Weapon, Paragon
Cry in the Night	80	Damage all enemies.	Mega Tonberry
Drill Shot	32	Damage one enemy.	Baralai (CH. 5)
Mortar	99	Damage all enemies.	Gippal
Annihilator	48	Damage all enemies.	Experiment
Heaven's Cataract	22	Damage all enemies and lower Defense and Magic Defense.	Kukulcan, Gucumatz, Chac
1000 Needles	24	Damage one enemy.	Cactuar
Storm Cannon	38	Damage all enemies.	Ironside
Blaster	30	Damage one enemy.	Coeurl, Queen Coeurl

\*Note that some abilities can be learned only when the monster is or isn't oversold.

## GUN MAGE ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Blue Bullet	0	0	Attack with bullets containing fiend skills.	None
Scan	20	0	View detailed information about one enemy.	None
Shell Cracker	20	3	Deal quadruple damage to Helms.	None
Anti-Aircraft	20	3	Deal quadruple damage to Birds and Wasps.	None
Silver Bullet	20	3	Deal quadruple damage to Lupines.	None
Flan Eater	20	3	Deal quadruple damage to Flans.	None
Elementillery	20	3	Deal quadruple damage to Elementals.	Flan Eater
Killasaurus	20	3	Deal quadruple damage to Reptiles.	None
Drake Slayer	20	3	Deal quadruple damage to Drakes.	Killasaurus
Dismantler	20	3	Deal quadruple damage to Machina.	None
Mech Destroyer	20	3	Deal quadruple damage to Mechs.	Dismantler
Demon Muzzle	20	3	Deal quadruple damage to Imps and Evil Eyes.	Anti-Aircraft
Fiend Hunter Lv.2	30	0	Cuts the time required for Fiend Hunter by 40%.	None
Scan Lv.2	20	0	Allows user to rotate targets when casting Scan.	None
Scan Lv.3	100	0	Allows user to target party members with Scan.	Scan Lv.2

# DARK KNIGHT

MAIN COMMANDS • Attack • Darkness • Arcana • Charon • Item



A death-dealer born of shadow, the Dark Knight infuses the crafts of the Underworld to deal massive damage to enemies on the battlefield. As is the law in the nether realms, the Dark Knight can sacrifice HP or her own life to defeat enemies. With the Darkness attack, a Dark Knight can sacrifice 1/8 of her total HP to inflict exorbitant amounts of damage to the entire enemy party. On the next turn, the Dark Knight can regain some of the HP sacrificed by using the Drain ability. The Charon ability enables a Dark Knight to sacrifice herself to inflict heavy damage on a single foe. However, the Dark Knight is removed from your party for the rest of the battle, and will not gain EXP following a victory. Use Charon only as a last resort. The Dark Knight can also make herself immune to many status ailments by learning a complete set of auto-abilities.

During battle, have a Dark Knight use Darkness to damage all of the enemies at once, followed by a regular attack on a single foe. If some enemies prove difficult to defeat, try casting Black Sky. While a Dark Knight can recover small amounts of lost HP by draining it from enemies, it is wiser and more beneficial for a Dark Knight to work in conjunction with a good “healer” type, such as a White Mage or an Alchemist.

## DARK KNIGHT ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Darkness	0	0	Sacrifice HP to damage all enemies.	None
Drain	20	8	Absorb HP from one enemy.	None
Demi	20	10	Reduce the HP of all enemies by 1/4.	None
Confuse	30	12	Confuse one enemy.	Demi
Break	40	20	Petrify one enemy.	Confuse
Bio	30	16	Poison one enemy.	None
Doom	20	18	Doom one enemy. Enemy is KO'd when the count reaches 0.	Bio
Death	50	24	Instantly defeat one enemy. Sometimes fails.	Doom
Black Sky	100	80	Randomly damages enemies.	Death
Charon	20	0	Sacrifice life to heavily damage one enemy.	None
Poisonproof	30	0	Guards against Poison.	None
Stoneproof	30	0	Guards against Petrification.	Poisonproof
Confuseproof	30	0	Guards against Confusion.	Stoneproof
Curseproof	30	0	Guards against Curse.	None
Deathproof	40	0	Guards against Death.	Curseproof

# BERSERKER

MAIN COMMANDS • Attack • Berserk • Instinct • Howl • Item

The Berserker dressphere is quick and attacks with furious abandon. The Berserker strikes with its razor-sharp claws, inflicting damage to a single foe. The damage inflicted can increase when the user casts Berserk on herself. While in this state, a Berserker attacks automatically. Once a Berserker has learned hard-to-obtain auto-abilities (such as Counterattack, Magic Counter, and Evade & Counter), the character can automatically strike back multiple times per turn, based on the enemies' actions. Couple this with the Auto-Regen ability and the Berserker becomes an independent killing machine with little need for help from the other party members.

Start each battle by doubling a Berserker's HP with the Howl ability, then determine your strategy and cast Berserk if all you need to do is attack. While doing all of this causes a Berserker to stay out of the battle for the first few rounds, the result is devastating to the enemy party.



## BERSERKER ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Berserk	0	0	Boost the user's Strength, but lose control of her actions.	None
Cripple	20	6	Halve one enemy's HP.	None
Mad Rush	30	6	Heavily damage one enemy. Often fails.	Cripple
Crackdown	30	6	Damage one enemy and nullify Shell, Protect, and Reflect.	None
Eject	40	8	Instantly defeat one enemy. Sometimes fails.	Mad Rush
Unhinge	40	8	Damage one enemy and lower its Accuracy and Evasion.	Crackdown
Intimidate	50	8	Inflict damage and Slow on one enemy.	Unhinge
Envenom	30	10	Inflict damage and Poison on one enemy.	None
Hurt	60	10	Damage one enemy according to the user's current HP.	Envenom
Howl	80	0	Double the user's max HP.	Mad Rush
Itchproof	20	0	Guards against Itchy.	Cripple
Counterattack	180	0	Strike back after being physically attacked.	None
Magic Counter	300	0	Strike back after being attacked with magic.	Counterattack
Evade & Counter	400	0	Evade physical attacks and strike back.	Magic Counter
Auto-Regen	80	0	Automatically casts Regen.	Hurt



# ALCHEMIST

MAIN COMMANDS • Attack • Mix • Stash • Item

An Alchemist has the ability to help the party make the most of their items. The Mix ability enables an Alchemist to combine any two items for greater effect. For example, a Potion and a Hi-Potion can be combined to achieve the effect of a Mega-Potion, which restores 2000 HP to each party member simultaneously. It's easy to see that the Mix ability makes it possible to use items you don't have by combining two lesser items. An Alchemist can also learn to create extra items and use them during a battle. Since an Alchemist can also attack, equip your party's main "healer" with this dressphere in the latter half of the game.

In any battle, have an Alchemist attack until a need for mixing or healing arises. If all the enemies can be affected by some status ailment, mix up the appropriate bomb and launch it at them. If your party gets into trouble, have an Alchemist mix up restorative items or create new items by using her Stash skills.

## ALCHEMIST ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Mix	0	0	Combine two items for various results.	None
Potion	10	0	Use a spare Potion that you tucked away.	None
Hi-Potion	40	0	Use a spare Hi-Potion that you tucked away.	Potion
Mega-Potion	120	0	Use a spare Mega-Potion that you tucked away.	Hi-Potion
X-Potion	160	0	Use a spare X-Potion that you tucked away.	Mega-Potion
Remedy	20	0	Use a spare Remedy that you tucked away.	None
Dispel Tonic	20	0	Use a spare Dispel Tonic that you tucked away.	Remedy
Phoenix Down	30	0	Use a spare Phoenix Down that you tucked away.	None
Mega Phoenix	200	0	Use a spare Mega Phoenix that you tucked away.	Phoenix Down
Ether	400	0	Use a spare Ether that you tucked away.	Dispel Tonic
Elixir	999	0	Use a spare Elixir that you tucked away.	Ether
Items Lv.2	30	0	Cuts the time required to use Items by 80%.	None
Chemist	40	0	Doubles the potency of recovery items.	None
Elementalist	80	0	Doubles the potency of elemental items.	None
Physicist	100	0	Doubles the potency of non-elemental items.	Elementalist and Chemist

## ATTACK TYPE

1	Pineapple
2	Potato Masher
3	Cluster Bomb
4	Sunburst
5	Blaster Mine
6	Hazardous Shell
7	Soul Spring
8	Soul Sea
9	Heat Blaster
10	Firestorm
11	Burning Soul
12	Brimstone
13	Abaddon Flame
14	Snow Flurry
15	Icefall
16	Winter Storm
17	Black Ice
18	Krysta
19	Thunderbolt
20	Rolling Thunder
21	Lightning Bolt
22	Electroshock
23	Thunderblast
24	Waterfall
25	Flash Flood
26	Tidal Wave
27	Aqua Toxin
28	Dark Rain
29	Nega Burst
30	Black Hole
31	Tallboy
32	Grand Slam
33	Archangel
34	White Hole

## RECOVERY TYPE

35	Hi-Potion
36	Mega-Potion
37	Ultra Potion
38	Remedy
39	Panacea
40	Ultra Cure
41	Final Elixir
42	Mega Phoenix
43	Final Phoenix
44	Fantasy Phoenix

## SUPPORT TYPE

45	Mega Vitality
46	Mega Mana
47	Mega Cocktail
48	Chocobo Wing
49	Wall
50	Hi-Wall
51	Final Wall
52	Hero Drink
53	Miracle Drink







# LADY LUCK

MAIN COMMANDS • Attack • Gamble • Tantalize • Bribe • Item

The Lady Luck dressphere transforms a character into a seductive and deceptive vixen who can use her feminine wiles to take enemies for all they're worth. Since the regular attack power of this dressphere is somewhat low, the effectiveness of Lady Luck is heavily dependent on a roll of the dice or a spin of the reels. The Two Dice ability enables Lady Luck to roll two dice that determine the number of quick, non-elemental attacks that the target foe will suffer. Four Dice is essentially the same attack against an entire party of foes, except four dice are rolled instead of two. These are the skills that Lady Luck must resort to when a foe is resilient against normal attacks. The various Reels abilities provide further control over the forces of chance, since you can form Lady Luck's attack by stopping the reels on three identical icons. However, if you fail to stop the reels on an exact trio, the results can be devastating to your allies instead of the enemies. An auto-ability like Double EXP is sure to carry a Lady Luck character to level 99 in no time, while Double Items and Gillionaire will have the entire party rolling in gil and items.

During each combat turn, practice any form of Reels and go for the best results possible. Stop the first reel on any icon, then try to stop the remaining reels on the exact same picture. If the results are disastrous, simply perform only physical attacks for the rest of the battle, or try again. By doing so, the other characters can help the party recover before Lady Luck stumbles into another blunder.

## LADY LUCK ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Bribe	40	0	Offer gil to persuade one enemy to leave the battle.	None
Two Dice	20	4	Damage one enemy by rolling two dice.	None
Four Dice	100	8	Damage all enemies by rolling four dice.	Two Dice
Attack Reels	60	0	Spin slots to deal physical damage.	None
Magic Reels	70	0	Spin slots to deal magical damage.	None
Item Reels	80	0	Spin slots to trigger various item skills.	Magic Reels
Random Reels	120	0	Spin slots to trigger various skills.	Item Reels
Luck	30	8	Raise the user's Luck.	None
Felicity	40	8	Raise the party's Luck.	Luck
Tantalize	60	0	Inflict Confusion on all enemies.	None
Critical	160	0	Always inflict critical hits.	Felicity
Double EXP	80	0	Doubles the amount of EXP earned after battle.	None
SOS Spellspring	30	0	Reduces MP cost to 0 when HP is low.	Four Dice
Gillionaire	100	0	Doubles the amount of gil earned after battle.	Double EXP
Double Items	100	0	Doubles the number of items earned after battle.	Gillionaire

## ATTACK REELS

These attacks come with different special effects. The reels rotate in the order shown below. Note, however, that the start position of the reel changes randomly.



	Shin-Zantetsu
	Instantly defeat all enemies.
	Excalibur
	Deal holy damage to one enemy.
	Cripple
	Halve one enemy's HP.
	Delay Buster
	Greatly delay one enemy's action.
	Fireworks
	Damage all enemies.
	Intimidate
	Inflict Slow on one enemy.
	Clean Slate
	Restore HP and cure user of status ailments.
	Power Break
	Lower one enemy's Strength by 2.
	Magicide
	Inflict damage on one enemy's MP.
	Eject
	Blow one enemy away.
	Armor Break
	Lower one enemy's Defense by 2.
	Dud
	Reduce the party's HP by 3/4.

## ITEM REELS

Healing and support types are common among these results. As was the case with the Attack Slot, the reel rotates in the following order, but the start position changes randomly.



	Megalixir+
	Fully restore the party's HP and MP.
	Mighty Guard+
	Create multiple defensive effects on the party.
	Supreme Gem
	Damage all enemies.
	Megalixir
	Fully restore the party's HP and MP.
	Blessed Gem
	Deal 8 consecutive holy attacks.
	Mighty Guard
	Cast Shell and Protect on the party.
	Mega-Ether
	Restore the party's MP.
	Ether
	Restore MP to one ally.
	L-Bomb
	Damage all enemies.
	Lunar Curtain+
	Cast Shell on the party.
	Light Curtain+
	Cast Protect on the party.
	Dud
	Reduce the party's HP by 3/4.

## MAGIC REELS

This includes both attack and healing effects. The reels rotate in the positions noted below. Note, however, that the start position of the reel changes randomly.



	Ultima
	Damage all enemies.
	Black Sky
	Deal 10 consecutive attacks.
	Flare
	Damage one enemy.
	Demi
	Reduce the HP of all enemies by 1/4.
	Firaga
	Deal fire damage to all enemies.
	Auto-Life
	Ally is automatically revived once when KO'd.
	Bio
	Poison all enemies.
	Break
	Petrify one enemy.
	Thundara
	Deal lightning damage to all enemies.
	Esuna
	Cure one ally's status ailments.
	Cura
	Restore some HP to the party.
	Dud
	Reduce the party's HP by 3/4.

## RANDOM REELS

This reel enables the user to use abilities with a variety of effects. As with the others, the reel rotates as shown below, but the reel's starting position changes randomly.



	CONGRATS!
	Eliminate opposition and steals gil and more.
	Mega-Potion
	Restore the party's HP.
	Blizzard
	Deal ice damage to all enemies.
	Cry in the Night
	Damage all enemies.
	Dark Matter
	Damage all enemies.
	Quartet Knife
	Lower attributes of one enemy.
	Mental Break
	Lower one enemy's Magic Defense by 2.
	Cure
	Restore the party's HP.
	Primo Grenade
	Damage all enemies.
	Hi-Potion
	Restore HP to one character.
	Potion
	Restore HP to one character.
	Dud
	Reduce the party's HP by 3/4.



# TRAINER

MAIN COMMANDS • Attack • Pet • Item

When equipped in combat, the Trainer dresssphere calls a sacred animal into action. As the Trainer fights and learns abilities, the pet becomes capable of a wide variety of spells and actions to be used during battle. The abilities for each character are specific to the personality of each animal. Yuna's dog, Kogoro, learns a variety of spells that inflict a combination of elemental damage and status ailments on an enemy. Rikku's pet monkey, Ghiki, helps steal items and gil from enemies, while hitting twice on standard attacks like a Thief. Paine's falcon, Flurry, allows her to attack enemies with powerful blows that can inflict status ailments or instantly KO foes. Each character learns some form of Cure and Esuna spell, just like a White Mage. All of the characters also learn some kind of special attack and several beneficial auto-abilities that help restore HP and MP outside of battle. If you think about it, a party of three Trainers is actually a very balanced crew, capable of attacking, defeating enemies, and casting most types of spells!

During battle, have a Trainer attack foes to cause damage. When the Trainer's HP drops or if she becomes inflicted with status ailments, use special skills to recover. Use the next round to cast protective spells to prevent damage or status impairments. Between battles, auto-abilities (such as HP Stroll and MP Stroll) will cause a character's HP and MP to recover depending on how much you walk, so healing between battles is less necessary.



## YUNA TRAINER ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Holy Kogoro	0	18	Deal holy damage to one enemy.	None
Kogoro Blaze	40	4	Inflict fire damage and sometimes Darkness on one enemy.	None
Kogoro Freeze	40	4	Inflict ice damage and sometimes Stop on one enemy.	None
Kogoro Shock	40	4	Inflict lightning damage and sometimes Berserk on one enemy.	None
Kogoro Deluge	40	4	Inflict water damage and sometimes Sleep on one enemy.	None
Kogoro Strike	80	5	Instantly defeat one enemy. Sometimes fails.	None
Doom Kogoro	80	6	Inflict damage and Doom on one enemy.	Kogoro Strike
Kogoro Cure	30	10	Restore HP to one character.	None
Kogoro Remedy	40	10	Cure one character of all status ailments.	Kogoro Cure
Pound!	100	24	Call Kogoro's friends to gang up on one enemy.	Doom Kogoro
Half MP Cost	200	0	Reduces MP cost by one-half.	MP Stroll
HP Stroll	20	0	Automatically restores HP while walking.	None
MP Stroll	20	0	Automatically restores MP while walking.	HP Stroll
Kogoro Lv.2	80	0	Cuts the time required for Kogoro to attack by 30%.	None
Kogoro Lv.3	100	0	Cuts the time required for Kogoro to attack in half.	Kogoro Lv.2

## RIKKU TRAINER ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Sneaky Ghiki	0	12	Steal gil and damage one enemy.	None
Ghiki Gouge	40	8	Inflict damage and Darkness on one enemy.	None
Ghiki Gag	80	8	Inflict damage and Silence on one enemy.	None
Mugger Ghiki	40	12	Steal items and damage one enemy.	None
Pesky Ghiki	100	8	Inflict damage and Berserk on one enemy.	None
Bully Ghiki	100	8	Inflict damage and delay the actions of one enemy.	Pesky Ghiki
Ghiki Meds	40	10	Cure one character of all status ailments.	Ghiki Pep
Ghiki Pep	30	10	Restore HP to one character.	None
Ghiki Cheer	80	12	Raise one character's Strength and Defense.	None
Swarm, Swarm!	100	24	Call Ghiki's friends to gang up on one enemy.	Bully Ghiki
Half MP Cost	200	0	Reduces MP cost by one-half.	MP Stroll
HP Stroll	20	0	Automatically restores HP while walking.	None
MP Stroll	20	0	Automatically restores MP while walking.	HP Stroll
Ghiki Lv.2	80	0	Cuts the time required for Ghiki to attack by 30%.	None
Ghiki Lv.3	100	0	Cuts the time required for Ghiki to attack in half.	Ghiki Lv.2

## PAINE TRAINER ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Carrier Flurry	0	8	Instantly defeat one enemy. Sometimes fails.	None
Poison Flurry	40	4	Inflict damage and Poison on one enemy.	None
Stone Flurry	60	16	Inflict damage and Petrification on one enemy.	Poison Flurry
Death Flurry	60	20	Instantly defeat one enemy. Sometimes fails.	Stone Flurry
Flurry Guard	60	10	Restore one character's HP and cast <b>Protect</b> .	Flurry Speed
Flurry Speed	60	10	Restore one character's HP and cast <b>Haste</b> .	None
Flurry Shield	60	10	Restore one character's HP and cast <b>Shell</b> .	Flurry Speed
HP Flurry	30	10	Restore some HP to the party.	None
Recovery Flurry	40	10	Cure one character of all status ailments.	None
Maulwings!	100	24	Call Flurry's friends to gang up on one enemy.	Death Flurry
Half MP Cost	200	0	Reduces MP cost by one-half.	MP Stroll
HP Stroll	20	0	Automatically restores HP while walking.	None
MP Stroll	20	0	Automatically restores MP while walking.	HP Stroll
Flurry Lv.2	80	0	Cuts the time required for Flurry to attack by 30%.	None
Flurry Lv.3	100	0	Cuts the time required for Flurry to attack in half.	Flurry Lv.2



# SAMURAI

MAIN COMMANDS • Attack • Bushido • Spare Change • Zantetsu • Item

Another strong “attacker” type of dressphere, the Samurai inflicts large amounts of damage with a huge sword. The Samurai is agile in spite of this heavy weapon and evades many attacks with surprising ease. However, the weight of the weapon makes it more difficult to hit flying or evasive targets. While many of the Samurai’s abilities revolve mainly around dealing non-elemental damage against one or more foes, this dressphere also bestows the user with many talents for reducing the magical enhancements of enemies while boosting the Samurai’s own ability to fight. Thus, a Samurai specializes in creating a level playing field where honor can be maintained during combat.

During combat, use a Samurai to strike enemies and cause massive damage. If the enemies show unusually high defense or if they cast beneficial status-raising spells, use the Samurai’s Fingersnap, Nonpareil, and No Fear abilities to elevate the Samurai to the fiends’ level. Even with the Clean Slate ability, a Samurai must still depend on others to regain lost HP.

## SAMURAI ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Spare Change	0	0	Attack by throwing gil.	None
Mirror of Equity	30	16	Attack one enemy, dealing greater damage when HP is low.	None
Magicide	30	4	Inflict damage on one enemy’s MP.	None
Dismissal	30	10	Halt the pending action of one enemy.	Magicide
Fingersnap	40	10	Revert one enemy’s attributes to normal levels.	Dismissal
Sparkler	40	12	Damage one enemy.	None
Fireworks	60	18	Damage all enemies.	Sparkler
Momentum	60	10	Deal increasing damage as you defeat more enemies.	Sparkler
Shin-Zantetsu	100	32	Instantly defeat all enemies. Sometimes fails.	Momentum
Nonpareil	20	10	Raise the user’s Strength and Accuracy.	None
No Fear	30	12	Cast <b>Shell</b> and <b>Protect</b> on the user.	Nonpareil
Clean Slate	40	16	Restore HP and cure user of status ailments.	No Fear
Hayate	60	20	Raise Evasion and cast <b>Haste</b> on the user.	Clean Slate
Zantetsu	140	0	Instantly defeat one enemy. Sometimes fails.	Shin-Zantetsu
SOS Critical	80	0	Always inflict critical hits when HP is low.	Fireworks



# MASCOT

MAIN COMMANDS • Attack • (Mascot) • (Secondary Attack Abilities) • (Secondary Magic Abilities) • Item

## YUNA'S MOOGLE ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Moogle Jolt	40	0	Restore MP to one character.	None
Moogle Cure	0	10	Cure one character of status ailments and restore HP.	None
Moogle Regen	0	18	Cast <b>Haste</b> and <b>Regen</b> on one character.	None
Moogle Wall	0	18	Cast <b>Shell</b> and <b>Protect</b> on one character.	None
Moogle Life	0	40	Revive one KO'd character and fully restore HP and MP.	None
Moogle Curema	40	15	Restore HP and cure the party's status ailments.	None
Moogle Regenja	40	24	Cast <b>Haste</b> and <b>Regen</b> on the party.	None
Moogle Wallja	40	24	Cast <b>Shell</b> and <b>Protect</b> on the party.	None
Moogle Lifeja	40	60	Revive all party members and fully restore HP and MP.	None
Moogle Beam	80	99	Damage one enemy.	*
Ribbon	999	0	Guards against all status ailments.	*
Auto-Shell	80	0	Automatically casts <b>Shell</b> .	None
Auto-Protect	80	0	Automatically casts <b>Protect</b> .	Auto-Shell
Swordplay	80	0	Use Warrior skills.	None
Arcana	80	0	Use Dark Knight skills.	None

\*Must know Warrior's SOS Protect ability to learn.

## RIKKU'S CAIT SITH ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Cait Fire	0	12	Fire damage to enemies. Sometimes Poison/Petrification.	None
Cait Thunder	0	12	Lightning damage to enemies. Sometimes Poison/Petrification.	None
Cait Blizzard	0	12	Ice damage to enemies. Sometimes Poison/Petrification.	None
Cait Water	0	12	Water damage to enemies. Sometimes Poison/Petrification.	None
Power Eraser	40	12	Lower Strength of all enemies.	None
Armor Eraser	40	12	Lower Defense of all enemies.	None
Magic Eraser	40	12	Lower Magic of all enemies.	None
Mental Eraser	40	12	Lower Magic Defense of all enemies.	None
Speed Eraser	40	12	Lower Evasion of all enemies.	None
PuPu Platter	80	48	Instantly defeat all enemies. Sometimes fails.	*
Ribbon	999	0	Guards against all status ailments.	*
Auto-Shell	80	0	Automatically casts <b>Shell</b> .	None
Auto-Protect	80	0	Automatically casts <b>Protect</b> .	Auto-Shell
Instinct	80	0	Use Berserker skills.	None
White Magic	80	0	Cast white magic spells.	None

\*Must know Warrior's SOS Protect ability to learn.

## PAINÉ'S TONBERRY ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Dark Knife	0	10	Inflict damage and Darkness on one enemy.	None
Silence Knife	0	10	Inflict damage and Silence on one enemy.	None
Sleep Knife	0	10	Inflict damage and Sleep on one enemy.	None
Berserk Knife	0	10	Inflict damage and Berserk on one enemy.	None
Poison Knife	0	10	Inflict damage and Poison on one enemy.	None
Stone Knife	0	10	Inflict damage and Petrification on one enemy.	None
Stop Knife	0	10	Inflict damage and Stop on one enemy.	None
Quartet Knife	0	10	Lower one enemy's Strength, Defense, Magic, and Magic Defense.	None
Arsenic Knife	0	10	Instantly defeat one enemy. Sometimes fails.	None
Cactling Gun	80	99	Inflict heavy damage on one enemy.	*
Ribbon	999	0	Guards against all status ailments.	*
Auto-Shell	80	0	Automatically casts <b>Shell</b> .	None
Auto-Protect	80	0	Automatically casts <b>Protect</b> .	Auto-Shell
Bushido	80	0	Use Samurai skills.	None
Black Magic	80	0	Cast black magic spells.	None

\*Must know Warrior's SOS Protect ability to learn.

The Mascot dressphere is a special sphere gained by acquiring Episode Complete in every area during Chapter 5 except for Bevelle. Upon achieving all the Episode Completes, an extra scene occurs where the Gullwings return to the bridge of the Celsius and obtain the Mascot dressphere. However, if Zanarkand is the last Episode Complete acquired, you cannot gain the Mascot dressphere. Make sure that Zanarkand Ruins is not the last place you visit, or you won't be able to acquire this valuable dressphere.

When equipping the Mascot dressphere, each character wears a costume modeled after the cuter, cuddlier creatures in the game. In spite of the humorous appearance, the Mascot dressphere is definitely one of the best. In addition to learning a whole series of unique abilities with multiple effects, each character can also gain the ability to use the abilities of two other dresspheres. The Mascot enables all three characters to be simultaneously devastating and helpful, while defeating enemies in the process.

During combat, cast spells and use Mascot abilities to boost the party and weaken the enemies, then use normal attacks or the special attacks of other dresspheres to defeat enemies. If your allies get into trouble, use restorative and curative abilities to bring them back up to speed. Any party will rely heavily on the Mascot to keep them going in the face of tough enemies; that is, unless you equip *every* character with the Mascot dressphere.





# FLORAL FALLAL

**FLORAL FALLAL MAIN COMMANDS** • Attack • Fallalery • Great Whirl • Libra

**RIGHT PISTIL MAIN COMMANDS** • Right Stigma • Right Pistilplay

**LEFT PISTIL MAIN COMMANDS** • Left Stigma • Left Pistilplay

You acquire Yuna's special dressphere in Chapter 2, while traveling the Djose Highroad just south of the temple during the mission to obtain three Leblanc Syndicate uniforms. The three portions of Floral Fallal act as a three-member party. Some portions can cast protective spells on the other parts, and each can inflict devastating magic attacks on enemies. To use Floral Fallal more often, equip Yuna with the Unerring Path Garment Grid, which only has two dressphere nodes. This makes switching into Yuna's special dressphere much faster, since she needs to change only once before transforming into Floral Fallal. However, note that the stats of this special dressphere are determined by how many dresspheres your current Garment Grid contains—more dresspheres means better stats, but it also takes longer before Yuna can switch to Floral Fallal.

It requires two key items to enable the Break HP Limit and Break Damage Limit abilities on Floral Fallal: Aurora Rain and Twilight Rain. Aurora Rain is at the Calm Lands during Chapter 5, in a treasure chest inside the cave at the bottom of the gorge. Twilight Rain is found in a treasure chest below the waterfalls at Besaid Island during Chapter 5.

## YUNA, FLORAL FALLAL ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Libra	4	0	View detailed information about one enemy.	None
Heat Whirl	0	0	Unleash a chain of fire attacks on all enemies.	None
Ice Whirl	0	0	Unleash a chain of ice attacks on all enemies.	None
Electric Whirl	0	0	Unleash a chain of lightning attacks on all enemies.	None
Aqua Whirl	0	0	Unleash a chain of water attacks on all enemies.	None
Barrier	20	36	Guard fully against magical attacks.	None
Shield	20	36	Guard fully against physical attacks.	Barrier
Flare Whirl	24	64	Unleash a chain of non-elemental attacks on all enemies.	None
Great Whirl	30	0	Inflict heavy damage on all enemies.	Flare Whirl
All-Life	8	70	Revive the party from KO.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item

## YUNA, RIGHT PISTIL ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
White Pollen	0	0	Restore the party's HP.	None
White Honey	10	0	Gradually restore the party's HP over time.	None
Hard Leaves	0	0	Reduce the magical damage inflicted on the party.	None
Tough Nuts	0	0	Reduce physical damage inflicted on the party.	None
Mirror Petals	0	0	Deflect spells cast at the party back at the enemy.	None
Floral Rush	20	0	Cast Haste on the party.	White Honey
Floral Bomb	0	0	Damage all enemies and lower their Strength.	None
Fallal Bomb	10	0	Damage all enemies and lower their Defense.	None
Floral Magisol	10	0	Damage all enemies and lower their Magic.	Fallal Bomb
Fallal Magisol	10	0	Damage all enemies and lower their Magic Defense.	Floral Magisol
Right Stigma	20	0	Damage one enemy.	Fallal Magisol
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item

## YUNA, LEFT PISTIL ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Dream Pollen	0	0	Inflict damage and Sleep on all enemies.	None
Mad Seeds	0	0	Inflict damage and Berserk on all enemies.	None
Sticky Honey	0	0	Inflict damage and Slow on all enemies.	None
Halfdeath Petals	0	0	Halve the HP of all enemies.	None
Poison Leaves	10	0	Inflict damage and Poison on all enemies.	None
Death Petals	10	0	Instantly defeat one enemy. Sometimes fails.	Poison Leaves
Silent White	0	0	Inflict damage, Silence, and Darkness on all enemies.	None
Congeaed Honey	20	0	Inflict damage and Stop on all enemies.	None
Panic Floralalysis	10	0	Inflict damage and Confusion on all enemies.	Congeaed Honey
Ash Floralalysis	10	0	Inflict damage and Petrification on all enemies.	Panic Floralalysis
Left Stigma	20	0	Damage one enemy.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Aurora Rain key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Twilight Rain key item



# MACHINA MAW

## RIKKU, MACHINA MAW ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Revival	10	0	Revive one KO'd character.	None
Death Missile	0	12	Instantly defeat one enemy. Sometimes fails.	None
Bio Missile	0	12	Inflict damage and Poison on one enemy.	None
Break Missile	0	12	Inflict damage and Petrification on one enemy.	None
Berserk Missile	10	12	Inflict damage and Berserk on one enemy.	None
Stop Missile	10	12	Inflict damage and Stop on one enemy.	Berserk Missile
Confuse Missile	10	12	Inflict damage and Confusion on one enemy.	Stop Missile
Shockwave	20	36	Damage all enemies.	None
Shockstorm	20	36	Damage all enemies and delay their actions.	Shockwave
Vajra	30	0	Damage all enemies.	Shockstorm
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item

## RIKKU, SMASHER-R ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Howitzer	0	12	Damage one enemy.	None
Sleep Shell	10	12	Inflict damage and Sleep on one enemy.	None
Slow Shell	10	12	Inflict damage and Slow on one enemy.	Sleep Shell
Anti-Power Shell	10	12	Damage one enemy and lower its Strength.	Slow Shell
Anti-Armor Shell	10	12	Damage one enemy and lower its Defense.	Anti-Power Shell
Scan	10	0	View detailed information about one enemy.	None
Shellter	20	10	Cast Shell on the party.	None
Protector	20	10	Cast Protect on the party.	Shellter
HP Repair	0	0	Restore HP to one character.	None
MP Repair	0	0	Restore MP to one character.	None
Homing Ray	0	0	Damage one enemy.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item

## RIKKU, CRUSHER-L ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Howitzer	0	12	Damage one enemy.	None
Blind Shell	10	12	Inflict damage and Darkness on one enemy.	None
Silence Shell	10	12	Inflict damage and Silence on one enemy.	Blind Shell
Anti-Magic Shell	10	12	Damage one enemy and lower its Magic.	Silence Shell
Anti-Mental Shell	10	12	Damage one enemy and lower its Magic Defense.	Anti-Magic Shell
Booster	20	30	Cast Haste on the party.	None
Offense	20	10	Raise one character's Strength.	None
Defense	20	10	Raise one character's Defense.	Offense
HP Repair	0	0	Restore HP to one character.	None
MP Repair	0	0	Restore MP to one character.	None
Homing Ray	0	0	Damage one enemy.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Machina Reactor key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Machina Booster key item

## MACHINA MAW MAIN COMMANDS • Attack • Machinations • Revival • Vajra

## SMASHER-R MAIN COMMANDS • Homing Ray • Smash • HP Repair • MP Repair

## CRUSHER-L MAIN COMMANDS • Homing Ray • Crush • HP Repair • MP Repair

You acquire Rikku's special dressphere in Chapter 2, while investigating the Oasis at Bikanel Desert during the mission to obtain three Leblanc Syndicate uniforms. The three portions of Machina Maw act as a three-member party. Each portion can cast protective spells on the other parts, and each can inflict devastating physical attacks and status impairments on enemies. To use Machina Maw more often, equip Rikku with the Unerring Path Garment Grid, which has only two dressphere nodes. This makes switching to Rikku's special dressphere must faster, since she needs to change only once before transforming into Machina Maw. As with Floral Fallal, note the caveat here—the more dresspheres you have on a grid, the longer it takes to activate this special dressphere, but the stronger it will be.

To enable the Break HP Limit and Break Damage Limit abilities, you must obtain the Machina Reactor and Machina Booster key items. The Machina Booster is found at Mushroom Rock Road during Chapter 5; it's in a treasure chest near the lift up to the Youth League headquarters. To obtain Machina Reactor, you must dispatch level 1, 2, 3, 4, and 5 chocobos three times each; send them from Clasko's Chocobo Ranch at the Calm Lands into Spira to look for items. In addition, all of your Choco-Runners must be level 5. When you return to the ranch later, Clasko reports that the chocobos found a secret dungeon at the Calm Lands. The item is contained in a chest inside the dungeon.





# FULL THROTTLE

**FULL THROTTLE MAIN COMMANDS** • Attack • Throttle • Fright • Sword Dance

**DEXTRAL WING MAIN COMMANDS** • Dextral Arts • Stamina • Mettle • Reboot

**SINISTRAL WING MAIN COMMANDS** • Sinistral Arts • Stamina • Mettle • Reboot

Your first chance to obtain Paine's special dressphere is in Chapter 1. Find Tromell at Macalania Woods and speak to him four times in a row to claim the dressphere. The three portions of Full Throttle act as a three-member party. Each portion is specialized. The main body has elemental attack abilities, the Dextral Wing can inflict status and damage on foes, and the Sinistral Wing allows you to cast status adjustments on Full Throttle as a whole, as well as on enemies. As with the other special dresspheres, changing into Full Throttle requires changing into every other dressphere on Paine's equipped Garment Grid first; more dressphere nodes means getting to Full Throttle takes more turns, but it is also more powerful as a result.

To enable the Break HP Limit and Break Damage Limit abilities, you must obtain the Victor Primoris and Corpus Invictus key items. Victor Primoris is on a ledge just over the side of the northernmost curve in the Mi'ihen Highroad. To reach the item, ride a chocobo to the spot and wait in the gap for a few seconds until the chocobo offers to go. First, the chocobo flies up to open a different chest, but it flies into the chasm to obtain the Victor Primoris if you repeat the process. Corpus Invictus is in one of the chests inside the secret dungeon of the Thunder Plains. During Chapter 5, go to the Thunder Plains and defeat all of the fiends attacking the lightning towers. Afterward, an AI Bhed man offers to take you to the secret dungeon. After finding Cid in the dungeon, explore further and open secret stone walls to uncover the chest with Corpus Invictus inside.



## PAINE, FULL THROTTLE ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Attack	0	0	Attack one enemy.	None
Fright	20	0	Damage and confuse one enemy, while delaying its actions.	Assoil
Aestus	0	0	Deal fire damage to one enemy.	None
Winterkill	0	0	Deal ice damage to one enemy.	None
Whelmen	0	0	Deal water damage to one enemy.	None
Levin	0	0	Deal lightning damage to one enemy.	None
Wisenen	10	0	Reduce one enemy's HP by 3/4.	None
Fiers	20	0	Deal critical damage to one enemy.	Wisenen
Death	20	0	Instantly defeat one enemy. Sometimes fails.	Fiers
Assoil	20	0	Deal holy damage to one enemy.	None
Sword Dance	30	0	Damage all enemies.	Fright
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item

## PAINE, DEXTRAL WING ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Venom Wing	0	12	Inflict damage and Poison on one enemy.	None
Blind Wing	0	12	Inflict damage and Darkness on one enemy.	None
Mute Wing	0	12	Inflict damage and Silence on one enemy.	None
Rock Wing	10	12	Inflict damage and Petrification on one enemy.	None
Lazy Wing	0	12	Inflict damage and Sleep on one enemy.	None
Violent Wing	10	12	Inflict damage and Berserk on one enemy.	None
Still Wing	10	12	Inflict damage and Stop on one enemy.	None
Crazy Wing	10	12	Inflict damage and Confusion on one enemy.	Violent Wing
Stamina	0	0	Restore HP to one character.	None
Mettle	0	0	Restore MP to one character.	None
Reboot	10	0	Revive one KO'd character.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item

## PAINE, SINISTRAL WING ABILITIES

NAME	AP	MP	DESCRIPTION	REQUIRED ABILITIES
Steel Feather	0	12	Raise the party's Strength.	None
Diamond Feather	0	12	Raise the party's Defense.	None
White Feather	0	16	Lower the Strength of all enemies.	None
Buckle Feather	0	16	Lower the Defense of all enemies.	None
Cloudy Feather	10	16	Lower the Magic of all enemies.	None
Pointed Feather	10	16	Lower the Magic Defense of all enemies.	Cloudy Feather
Pumice Feather	10	38	Cast Haste on the party.	None
Ma'at's Feather	10	0	View detailed information about one enemy.	None
Stamina	0	0	Restore HP to one character.	None
Mettle	0	0	Restore MP to one character.	None
Reboot	10	0	Revive one KO'd character.	None
Ribbon	0	0	Guards against all status ailments.	None
Double HP	20	0	Doubles max HP.	None
Triple HP	30	0	Triples max HP.	Double HP
Break HP Limit	20	0	Allows max HP to exceed 9999.	Corpus Invictus key item
Break Dmg. Limit	20	0	Allows max damage to exceed 9999.	Victor Primoris key item

# Accessories & Items



## ACCESSORIES

In addition to a Garment Grid and a Dressphere, each Gullwing can equip two accessories from the Equip sub-screen. Accessories are a type of equipment that benefit the character wearing them, either by raising status attributes (such as HP, MP, Strength, Defense, etc.), or by preventing status ailments inflicted by fiends. Some accessories can also add the benefit of casting spells or using additional abilities. When using accessories, be sure to check what abilities they grant, as they can be very helpful throughout the game.

### Obtaining Accessories

The unique and tough opponents known as “bosses” usually drop accessories. Some accessories can be stolen from lesser fiends, too. Accessories are found in many of the treasure chests throughout Spira. Basic accessories are sold at most shops in Spira, also. As you progress through the game, better shops begin to sell better accessories. However, it’s also a matter of keeping in touch with the right merchants...

### Viewing Accessories

Highlight any accessory on the Accessories sub-screen to view its description. While an accessory’s description provides some insight into its function, there are sometimes hidden benefits or penalties that come with equipping an accessory. You can sort the accessories manually using to swap their positions, or automatically using the option at the top of the screen. The accessories are then reorganized based on function and value.

Another way to view accessories is to equip them on a character in the Equip sub-screen. To get a better idea of how an accessory affects a character’s status, highlight an empty accessory slot and scroll through the list of available accessories. The description of the accessory appears at the top of the screen. Any auto-abilities that the accessory adds are displayed in the blue window in the lower-right corner of the Equip sub-screen. Additionally, watch for changes in the character’s statistics, such as HP, MP, Strength, Defense, etc. Watch out when a stat turns red, as equipping the accessory lowers it. When equipping accessories, it’s important to consider all of the positive and possibly negative effects the accessory will have on a character.

#### LIST KEY

- Name:** The name of the accessory as it appears in the game.
- Description:** The use of the item.
- Effect:** The item’s specific properties.
- Buy:** The accessory can be purchased at a shop for the amount of gil listed. Accessories without a number cannot be bought; they can only be found or stolen.
- Sell:** The amount of gil an accessory can be sold for at any shop.

NAME	DESCRIPTION	EFFECT	BUY	SELL
Adamantite	Provides incredible defense but is miserably heavy.	HP +100%, Defense +120, Magic +120, Agility -30, Auto-Wall	NA	10
Amulet	Raises Magic by 10.	Magic +10	1000	250
Angel Earrings	Guards against Death.	Defense +5, Magic Defense +5, Deathproof	5000	1250
AP Egg	Triplies the amount of AP earned.	Luck +15, Triple AP	NA	10
Arcane Lore	Use Arcana abilities learned as a Dark Knight.	Magic +12	50000	12500
Arcane Tome	Cuts the time required for Arcana by 40%.	MP +10%, Agility +5, Turbo Arcana	NA	10
Beaded Brooch	Guards against Silence and Darkness.	Defense +8, Magic Defense +8, Sense Preserver	10000	2500
Black Belt	Raises Strength and Defense by 20.	Strength +20, Defense +20	NA	2000
Black Choker	Guards against Confusion.	Defense +4, Magic Defense +4, Confuseproof	4000	1000
Black Lore	Use Black Magic abilities learned as a Black Mage.	Magic +12	50000	12500
Black Ring	Nullifies gravity damage. User can cast Demi.	HP +10%, MP +10%, Gravityproof	NA	2500
Black Tome	Black Magic requires 40% less time. User can cast Osmose.	MP +10%, Agility +5, Turbo Black Magic	NA	10
Blind Shock	Adds Darkness to attacks and skills. User can cast Blind.	Strength -5, Magic +3, Darktouch	15000	3750
Bloodlust	Horrific invention said to make its bearer fight to the death.	HP -40%, MP -40, Strength +60, Magic -50, Magic Defense -50, Kijo’s Soul (generates a constant Poison and Berserk status on character during battle)	NA	10
Blue Ring	Halves water damage. User can cast Water.	Magic +4, Water Ward	3000	750
Bushido Lore	Use <b>Bushido</b> abilities learned as a Samurai.	Strength +12	50000	12500
Bushido Tome	Cuts the time required for Bushido by 40%.	HP +10%, Agility +5, Turbo Bushido	NA	10
Cat Nip	A seemingly ordinary jewel, but when the going gets tough...	SOS ???? (character strikes for 9999 damage when HP is low), Auto-Slow, Auto-Berserk	NA	10
Cat’s Bell	Automatically recover HP while walking.	HP +15%, HP Stroll	NA	10
Cerulean Ring	Converts water damage to HP. User can cast Waterga.	Magic +10, Water Eater	10000	2500
Champion Belt	Raises Strength and Defense by 40.	Strength +40, Defense +40	NA	2500
Chaos Shock	Adds Confusion to attacks & skills. User can cast Confuse.	Strength -5, Magic +5, Confusetouch	15000	3750



NAME	DESCRIPTION	EFFECT	BUY	SELL
Charm Bangle	Eliminates random enemy encounters.	Luck +10, No Encounters	NA	10
Circlet	Raises Magic and Magic Defense by 10.	Magic +10, Magic Defense +10	4000	1000
Crimson Ring	Converts fire damage to HP. User can cast Firaga.	Magic +10, Fire Eater	10000	2500
Crystal Ball	Raises Magic by 50.	Magic +50	NA	3000
Crystal Bangle	Raises max HP by 100%.	HP +100%	NA	2000
Crystal Gloves	Raises Defense by 60.	Defense +60	NA	2000
Defense Bracer	Generates constant Shell and Protect effects.	Auto-Wall	NA	10
Defense Veil	Raises Magic Defense by 20.	Magic Defense +20	1000	250
Diamond Gloves	Raises Defense by 40.	Defense +40	6000	1500
Dragonfly Orb	Guards against Stop.	Defense +4, Magic Defense +4, Stopproof	4000	1000
Dream Shock	Adds Sleep to attacks and skills. User can cast Sleep.	Strength -5, Magic +3, Sleeptouch	15000	3750
Electrocutioner	Adds lightning and water elements to attacks and skills.	Strength +10, Lightning/Water Strike	NA	10
Enterprise	Insignia of health. Allows max HP to exceed 9999.	Break HP Limit	NA	10
Faerie Earrings	Guards against Confusion and Berserk.	Defense +8, Magic Defense +8, Sanity Preserver	10000	2500
Favorite Outfit	Guards against Itchy.	Evasion +10, Luck +10, Itchproof	4000	1000
Fiery Gleam	Adds fire element to attacks and skills.	Strength +8, Firestrike	3000	750
Force of Nature	Adds all elements to attacks. Turns elemental damage to HP.	Omnistrike	NA	10
Freezerburn	Adds fire and ice elements to attacks and skills.	Strength +10, Fire/Ice Strike	NA	10
Fury Shock	Adds Berserk to attacks and skills. User can cast Berserk.	Strength -5, Magic +5, Berserktouch	15000	3750
Gauntlets	Raises Strength and Defense by 5.	Strength +5, Defense +5	2500	625
Glass Buckle	Guards against Poison and Sleep.	Defense +8, Magic Defense +8, Health Preserver	10000	2500
Gold Anklet	Guards against Petrification.	Defense +4, Magic Defense +4, Stoneproof	5000	1250
Gold Bracer	Raises max MP by 60%.	MP +60%	4000	1000
Gold Hairpin	Halves MP cost during battle.	Magic +20, Half MP Cost	NA	10
Gris-Gris Bag	Guards against Curse.	Defense +4, Magic Defense +4, Curseproof	4000	1000
Haste Bangle	Casts Haste when HP is low.	SOS Haste	NA	750
Heady Perfume	Leblanc's secret weapon. Dated, but still good for a high.	MP +20%, Magic +5, Defense +10, Magic Defense +10, Agility +2, Luck +10, HP/MP Stroll	NA	10
Hyper Wrist	Raises Strength by 30.	Strength +30	NA	2000
Hypno Crown	Raises Magic and Magic Defense by 20.	Magic +20, Magic Defense +20	NA	2000
Icy Gleam	Adds ice element to attacks and skills.	Strength +8, Icestrike	3000	750
Invincible	Insignia of destruction. Allows max damage to exceed 9999.	Break Dmg. Limit	NA	10
Iron Bangle	Raises max HP by 20%.	MP +20%	500	125
Iron Duke	Forged in the belief that power is but a number.	HP +100%, MP +100%, Strength +100, Magic +100, Defense +100, Magic Defense +100, Agility +10, Accuracy +100, Evasion +100, Luck +50	NA	10
Kaiser Knuckle	Raises Strength by 50.	Strength +50	NA	3000
Key to Success	Tobli's guide to getting all one's desires at twice the speed.	HP +100%, MP +100%, Luck +100, Double All (doubles AP, EXP, gil, & items earned, and general effectiveness of recovery, elemental, & non-elemental items)	NA	10
Kinesis Badge	Guards against Slow and Stop.	Defense +8, Magic Defense +8, Time Preserver	10000	2500
Lag Shock	Adds Slow to attacks and skills.	Strength -5, Slowtouch	15000	3750
Lightning Gleam	Adds lightning element to attacks and skills.	Strength +8, Lightningstrike	3000	750
Lure Bracer	Raises the frequency of random enemy encounters.	Strength +15, More Encounters	NA	10
Minerva's Plate	Dramatically increases magic power... but what's the point?	MP +100%, Strength -80, Magic +100, Turbo Black Magic, Gain 0 AP, Gain 0 EXP, use any Black Magic already learned	NA	10
Moon Bracer	Generates constant Shell effect.	Auto-Shell	NA	10
Mortal Shock	Adds Death to attacks and skills. User can cast Death.	Strength -6, Magic +5, Deathtouch	NA	10
Muscle Belt	Raises Strength and Defense by 10.	Strength +10, Defense +10	4000	1000
Mute Shock	Adds Silence to attacks and skills. User can cast Silence.	Strength -5, Magic +3, Silencetouch	15000	3750
Mystery Veil	Raises Magic Defense by 40.	Magic Defense +40	6000	1500
Mythril Bangle	Raises max HP by 60%.	HP +60%	NA	1500
Mythril Gloves	Raises Defense by 20.	Defense +20	1000	250
Nature's Lore	Use <b>Instinct</b> abilities learned as a Berserker.	Strength +12	50000	12500
Nature's Tome	Cuts the time required for Instinct by 40%.	HP +10%, Agility +5, Turbo Instinct	NA	10
NullBlaze Ring	Nullifies fire damage. User can cast Fira.	Magic +6, Fireproof	8000	2000
NullFrost Ring	Nullifies ice damage. User can cast Blizzara.	Magic +6, Iceproof	8000	2000
NullShock Ring	Nullifies lightning damage. User can cast Thundara.	Magic +6, Lightningproof	8000	2000
NullTide Ring	Nullifies water damage. User can cast Watera.	Magic +6, Waterproof	8000	2000
Oath Veil	Raises Magic Defense by 60.	Magic Defense +60	NA	2000

NAME	DESCRIPTION	EFFECT	BUY	SELL
Ochre Ring	Converts lightning damage to HP. User can cast Thundaga.	Magic +10, Lightning Eater	10000	2500
Pearl Necklace	Guards against Pointless.	Defense +4, Magic Defense +4, Pointlessproof	4000	1000
Pixie Dust	Raises Magic by 40.	Magic +40	NA	2500
Potpourri	Guards against Berserk.	Defense +4, Magic Defense +4, Berserkproof	4000	1000
Power Gloves	Raises Strength by 40.	Strength +40	NA	2500
Power Wrist	Raises Strength by 20.	Strength +20	6000	1500
Pretty Orb	Guards against Slow.	Defense +4, Magic Defense +4, Slowproof	4000	1000
Rabite's Foot	Raises Luck by 100.	Luck +100	NA	10
Ragnarok	Insignia of magic. Reduces MP cost to zero during battle.	Spellspring	NA	10
Recovery Bracer	Generates constant Regen effect.	Auto-Regen	NA	10
Red Ring	Halves fire damage. User can cast Fire.	Magic +4, Fire Ward	3000	750
Regal Crown	Raises Magic and Magic Defense by 40.	Magic +40, Magic Defense +40	NA	2500
Regen Bangle	Casts Regen when HP is low.	SOS Regen	3000	750
Ribbon	Guards against all status ailments.	Ribbon	NA	10
Rune Bracer	Raises max MP by 100%.	MP +100%	NA	1500
Safety Bit	Guards against Petrification and Death.	Defense +12, Magic Defense +12, Life Preserver	10000	2500
Shining Bracer	Generates constant Protect effect.	Auto-Protect	NA	10
Shmooth Shailing	Protects against all status ailments, but it's Hypello, so...	Defense +30, Magic Defense +30, Super Ribbon (generates a constant Slow effect on character)	NA	10
Short Circuit	Converts lightning and water damage to HP.	Magic +10, Magic Defense +10, Lit/Water Eater	NA	10
Silver Bracer	Raises max MP by 40%.	MP +40%	500	125
Silver Glasses	Guards against Darkness.	Defense +4, Magic Defense +4	3000	750
Snow Ring	Converts ice damage to HP. User can cast Blizzaga.	Magic +10, Ice Eater	10000	2500
Soul of Thamasa	Strengthens spells but doubles their MP cost.	Magic +15, Magic Booster (increases spell's effectiveness 1.5x the normal amount)	NA	10
Speed Bracer	Generates constant Haste effect. User can cast Hastega.	Auto-Haste	NA	10
Sprint Shoes	Act at the beginning of battle. User can cast Haste.	Agility +10, First Strike	NA	10
Star Bracer	Generates constant Reflect effect.	Auto-Reflect	NA	10
Star Pendant	Guards against Poison.	Defense +4, Magic Defense +4, Poisonproof	4000	1000
Stone Shock	Adds Petrification to attacks & skills. User can cast Break.	Strength -5, Magic +4, Stonetouch	NA	10
Sublimator	Converts fire and ice damage to HP.	Magic +10, Magic Defense +10, Fire/Ice Eater	NA	10
Sword Lore	Use <b>Swordplay</b> abilities learned as a Warrior.	Strength +12	50000	12500
Sword Tome	Cuts the time required for Swordplay by 40%.	HP +10%, Agility +5, Turbo Swordplay	NA	10
System Shock	Adds Stop to attacks and skills.	Strength -10, Stoptouch	15000	3750
Talisman	Raises Magic by 30.	Magic +30	NA	2000
Tarot Card	Raises Magic by 20.	Magic +20	6000	1500
Tetra Band	Reduces fire, ice, lightning, and water damage by half.	Defense +10, Magic Defense +10, Tetra Ward	NA	10
Tetra Bracelet	Converts fire, ice, lightning, and water damage to HP.	Defense +20, Magic Defense +20, Tetra Eater	NA	10
Tetra Gloves	Adds fire, ice, lightning, and water to attacks and skills.	Strength +12, Magic +12, Tetrastrike	NA	10
Tetra Guard	Nullifies fire, ice, lightning, and water damage.	Defense +15, Magic Defense +15, Tetraproof	NA	10
Tiara	Raises Magic and Magic Defense by 5.	Magic +5, Magic Defense +5	2500	625
Titanium Bangle	Raises max HP by 40%.	HP +40%	3000	750
Twist Headband	Guards against Sleep.	Defense +4, Magic Defense +4	3000	750
Venom Shock	Adds Poison to attacks and skills. User can cast Bio.	Strength -5, Magic +3, Poisontouch	15000	3750
Wall Ring	Casts Shell and Protect when HP is low.	SOS Wall	10000	2500
Watery Gleam	Adds water element to attacks and skills.	Magic +8, Waterstrike	3000	750
White Cape	Guards against Silence.	Defense +4, Magic Defense +4, Silenceproof	3000	750
White Lore	Use <b>White Magic</b> abilities learned as a White Mage.	Magic +12	50000	12500
White Ring	Halves ice damage. User can cast Blizzard.	Magic +4, Ice Ward	3000	750
White Tome	White Magic requires 40% less time. User can cast Osmose.	Agility +5, MP +10%, Turbo White Magic	NA	10
Wizard Bracelet	Automatically recover MP while walking.	MP +20%, MP Stroll	NA	10
Wring	From an ancient war. Makes its user a spellcasting machine.	HP -40%, Magic +80, Defense -20, Majo's Soul (generates a constant Poison & Haste effect on character; Black Magic spells require 50% less time to cast); use any Black Magic already learned	NA	10
Wristband	Raises Strength by 10.	Strength +10	1000	250
Yellow Ring	Halves lightning damage. User can cast Thunder.	Magic +4, Lightning Ward	3000	750



# ITEMS

The term “item” refers to any object obtained during the game that can be used during combat or in the field to benefit your party. Dozens of items are tucked inside treasure chests in various cities, dungeons, and wilderness areas. You can purchase many of these items from shops and merchants throughout Spira. Monsters and enemies leave behind items when defeated in battle, and additional items can be snatched from enemies by using the Thief’s Steal or Mug abilities. To view item descriptions and their use in the field, access the Items sub-screen.

Key Items are required in order to trigger certain events that advance the story of the game, to access new areas, or to decode the letters of the Al Bhed language. They are displayed in a separate menu within the Items sub-screen.

## ITEM TYPES

TYPE	FIELD USE	BATTLE USE	USAGE
Recovery	Yes	Yes	Restore HP, MP, cure ailments.
Attack Item	No	Yes	Damage enemies, inflict ailments.
Support Item	No	Yes	Cast beneficial effects on party.
“Greens”	No	Yes	Capture and feed chocobos.

## CONSUMABLE ITEMS

Items are generally consumable goods that benefit the party in some manner, during combat or in the field. Recovery items can be used in the field or during battle to restore lost Hit Points or Magic Points, to remove detrimental status ailments, or to revive characters who have fallen in combat. Some items that fall under the recovery category are Potions, which are used to recover a character’s HP. Attack items can be used to attack enemies and inflict status ailments to reduce their combat abilities. Support items are used to raise the combat abilities of your characters to improve the chances of success in battle.

## Using Items

To use items in the field, press to open the menu and chose the “Items” option. To use items during combat, select the Item command from the bottom of a character’s battle menu using . Using an item during combat requires one full turn, and the character who selects the item cannot act again until the next combat round.

### FAST ITEM MENU SCROLLING

When your party carries many items, scrolling through the item list takes longer. In the fast-paced battles of FINAL FANTASY X-2, this can become detrimental to your characters’ survival. This is especially true if you’re playing with the “Active” battle option, in which enemies continue to take action while you’re looking at sub-menus during battle. Use and to scroll up or down entire pages of items at a time. Hold down either button to rapidly scroll through the entire list.

### SORTING ITEMS

Items are stored in the order in which they are received. To arrange items in a manner that makes them easier to find and use, enter the Items sub-menu of the main menu, cancel out of the Use function, then select the Sort function. Items can be sorted by Manual or Auto methods. The Auto option arranges all items in the order predetermined by the game’s design. The following item lists are arranged by the sorting of the Auto method.

## RECOVERY CONSUMABLE ITEMS LIST

ITEM NAME	DESCRIPTION	BUY	SELL	TARGET
Potion	Restores 200 HP to one character.	50	12	Single
Hi-Potion	Restores 1000 HP to one character.	500	125	Single
X-Potion	Fully restores HP to one character.	NA	250	Single
Mega-Potion	Restores 2000 HP to each character.	NA	375	All
Ether	Restores 100 MP to one character.	NA	250	Single
Turbo Ether	Restores 500 MP to one character.	NA	750	Single
Phoenix Down	Revives one character from KO.	100	25	Single
Mega Phoenix	Revives the party from KO.	NA	1000	All
Elixir	Fully restores one character’s HP and MP.	NA	1250	Single
Megalixir	Fully restores the party’s HP and MP.	NA	5000	All
Antidote	Cures <b>Poison</b> .	50	12	Single
Soft	Cures <b>Petrification</b> .	50	12	Single
Eye Drops	Cures <b>Darkness</b> .	50	12	Single
Echo Screen	Cures <b>Silence</b> .	50	12	Single
Holy Water	Cures <b>Curse</b> , <b>Itchy</b> , and <b>Pointless</b> .	300	75	Single
Remedy	Cures all status ailments.	NA	375	Single

## ATTACK CONSUMABLE ITEMS LIST

ITEM NAME	DESCRIPTION	BUY	SELL	TARGET
Budget Grenade	Damages all enemies.	NA	12	All
Grenade	Damages all enemies.	NA	25	All
S-Bomb	Damages all enemies.	NA	50	All
M-Bomb	Damages all enemies.	NA	75	All
L-Bomb	Damages all enemies.	NA	100	All
Sleep Grenade	Inflicts damage and <b>Sleep</b> on all enemies.	NA	50	All
Silence Grenade	Inflicts damage and <b>Silence</b> on all enemies.	NA	37	All
Dark Grenade	Inflicts damage and <b>Darkness</b> on all enemies.	NA	37	All
Petrify Grenade	Inflicts damage and <b>Petrification</b> on all enemies.	NA	50	All
Bomb Fragment	Deals fire damage to one enemy.	NA	25	Single
Bomb Core	Deals fire damage to one enemy.	NA	50	Single
Fire Gem	Deals fire damage to all enemies.	NA	75	Random
Antarctic Wind	Deals ice damage to one enemy.	NA	50	Single
Arctic Wind	Deals ice damage to one enemy.	NA	50	Single
Ice Gem	Deals ice damage to all enemies.	NA	75	Random
Electro Marble	Deals lightning damage to one enemy.	NA	25	Single
Lightning Marble	Deals lightning damage to one enemy.	NA	50	Single
Lightning Gem	Deals lightning damage to all enemies.	NA	75	Random
Fish Scale	Deals water damage to one enemy.	NA	25	Single
Dragon Scale	Deals water damage to one enemy.	NA	50	Single
Water Gem	Deals water damage to all enemies.	NA	75	All
Shadow Gem	Reduces HP of all enemies by 1/4.	NA	50	Random
Shining Gem	Deals non-elemental damage to one enemy.	NA	75	Single
Blessed Gem	Deals holy damage to one enemy.	NA	125	Single
Supreme Gem	Deals non-elemental damage to all enemies.	NA	250	All
Poison Fang	Inflicts damage and <b>Poison</b> on one enemy.	NA	25	Single
Silver Hourglass	Delays the actions of one enemy.	NA	25	Single
Gold Hourglass	Delays the actions of all enemies.	NA	37	All
Candle of Life	Casts <b>Doom</b> on one enemy.	NA	50	Single
Farplane Shadow	Sometimes inflicts <b>Death</b> on one enemy.	NA	75	Single
Dark Matter	Deals major damage to all enemies.	NA	7500	All

## SUPPORT CONSUMABLE ITEMS LIST

ITEM NAME	DESCRIPTION	BUY	SELL	TARGET
Chocobo Feather	Casts <b>Haste</b> on one character.	NA	40	Single
Chocobo Wing	Casts <b>Haste</b> on the party.	NA	50	All
Lunar Curtain	Casts <b>Shell</b> on the party.	NA	45	All
Light Curtain	Casts <b>Protect</b> on the party.	NA	45	All
Star Curtain	Casts <b>Reflect</b> on the party.	NA	45	All
Healing Spring	Casts <b>Regen</b> on the party.	NA	150	All
Mana Spring	Absorbs MP from one enemy.	NA	75	Single
Stamina Spring	Absorbs HP from one enemy.	NA	75	Single

ITEM NAME	DESCRIPTION	BUY	SELL	TARGET
Soul Spring	Absorbs HP and MP from one enemy.	NA	100	Single
Dispel Tonic	Negates all spell effects on one enemy.	NA	70	Single
Stamina Tablet	Doubles the max HP of one character.	NA	200	Single
Mana Tablet	Doubles the max MP of one character.	NA	300	Single
Stamina Tonic	Doubles the party's max HP.	NA	400	All
Mana Tonic	Doubles the party's max MP.	NA	400	All
Twin Stars	Reduces the MP cost of one character to 0.	NA	200	Single
Three Stars	Reduces the party's MP cost to 0.	NA	1250	All
Hero Drink	Makes one character invincible.	NA	25	Single

## KEY ITEMS

Key items are displayed in the Key Items menu of the Items sub-screen. All Key Items are obtained by completing certain objectives or triggering special events. Crimson Spheres contain short movies relating to the fate of the Crimson Guard squad of the Crusaders. Al Bhed Primers decode the language spoken by Al Bhed citizens. During conversations in Al Bhed, letters of the subtitles are converted to the common tongue if you have the corresponding Al Bhed Primers in your possession. Spheres contain short movies that help to unravel the mystery of the familiar-looking stranger. You can review movie spheres by speaking to Shinra on the bridge of the airship Celsius. Keys and objects enable you to unlock various chests and doors and explore previously unreachable areas.

### KEY ITEMS LIST

KEY ITEM NAME	DESCRIPTION
Crimson Sphere 1	Appears to be part of some kind of record.
Crimson Sphere 2	Appears to be part of some kind of record.
Crimson Sphere 3	Appears to be part of some kind of record.
Crimson Sphere 4	Appears to be part of some kind of record.
Crimson Sphere 5	Appears to be part of some kind of record.
Crimson Sphere 6	Appears to be part of some kind of record.
Crimson Sphere 7	Appears to be part of some kind of record.
Crimson Sphere 8	Appears to be part of some kind of record.
Crimson Sphere 9	Appears to be part of some kind of record.
Crimson Sphere 10	Appears to be part of some kind of record.
Al Bhed Primer I	Teaches the letter "A" in Al Bhed.
Al Bhed Primer II	Teaches the letter "B" in Al Bhed.
Al Bhed Primer III	Teaches the letter "C" in Al Bhed.
Al Bhed Primer IV	Teaches the letter "D" in Al Bhed.
Al Bhed Primer V	Teaches the letter "E" in Al Bhed.
Al Bhed Primer VI	Teaches the letter "F" in Al Bhed.
Al Bhed Primer VII	Teaches the letter "G" in Al Bhed.
Al Bhed Primer VIII	Teaches the letter "H" in Al Bhed.
Al Bhed Primer IX	Teaches the letter "I" in Al Bhed.
Al Bhed Primer X	Teaches the letter "J" in Al Bhed.
Al Bhed Primer XI	Teaches the letter "K" in Al Bhed.
Al Bhed Primer XII	Teaches the letter "L" in Al Bhed.
Al Bhed Primer XIII	Teaches the letter "M" in Al Bhed.
Al Bhed Primer XIV	Teaches the letter "N" in Al Bhed.
Al Bhed Primer XV	Teaches the letter "O" in Al Bhed.
Al Bhed Primer XVI	Teaches the letter "P" in Al Bhed.
Al Bhed Primer XVII	Teaches the letter "Q" in Al Bhed.
Al Bhed Primer XVIII	Teaches the letter "R" in Al Bhed.
Al Bhed Primer XIX	Teaches the letter "S" in Al Bhed.
Al Bhed Primer XX	Teaches the letter "T" in Al Bhed.
Al Bhed Primer XXI	Teaches the letter "U" in Al Bhed.
Al Bhed Primer XXII	Teaches the letter "V" in Al Bhed.
Al Bhed Primer XXIII	Teaches the letter "W" in Al Bhed.
Al Bhed Primer XXIV	Teaches the letter "X" in Al Bhed.
Al Bhed Primer XXV	Teaches the letter "Y" in Al Bhed.
Al Bhed Primer XXVI	Teaches the letter "Z" in Al Bhed.

### "GREENS" CONSUMABLE ITEMS LIST

ITEM NAME	DESCRIPTION	BUY	SELL	TARGET
Gysahl Greens	If you give it to a chocobo...; restores 100 HP (Feed/capture chocobo)	NA	25	Single
Sylkis Greens	If you give it to a chocobo...; restores 100 HP (Feed chocobo)	NA	25	Single
Mimett Greens	If you give it to a chocobo...; restores 100 HP (Feed chocobo)	NA	25	Single
Pahsana Greens	If you give it to a chocobo...; restores 100 HP (Feed chocobo)	NA	25	Single

KEY ITEM NAME	DESCRIPTION
New Beginnings Sphere	Led Yuna to become a sphere hunter.
Gagazet Sphere	Found in the Floating Ruins at Gagazet.
Sphere Fragment	Half of a sphere, found in the Zanarkand Ruins.
Awesome Sphere	Formerly hidden away in Kilika Temple.
Leblanc's Sphere	Left behind by Leblanc's gang.
Reassembled Sphere	Composed of two sphere fragments.
Logos's Sphere	Recorded by Logos in the Bevelle Underground.
Ormi's Sphere	Recorded by Ormi in the Bevelle Underground.
Gaol Sphere	Found by Logos in the Bevelle Underground.
Nooj's Sphere	A sphere from Lucil.
Gippal's Sphere	A sphere from Rin.
Baralai's Sphere	Found in Guadosalam.
Paine's Sphere	Found inside Paine's sphere recorder.
War Buddy Sphere	A sphere from Bechem.
Besaid Sphere	Found on Besaid Island.
Syndicate Uniform (S)	Courtesy of Leblanc's goons.
Syndicate Uniform (M)	Courtesy of Leblanc's goons.
Syndicate Uniform (L)	Courtesy of Leblanc's goons.
Letter of Introduction	Letter from Gippal to Nhadala.
How to Repair with Soul	May be useful for repairing machines.
The Spirit of Recycling	May be useful for repairing machines.
The ABCs of Repair	May be useful for repairing machines.
Repairing for Dummies	May be useful for repairing machines.
Everyman's Repair Manual	May be useful for repairing machines.
Besaid Key	Engraved with the emblem of Besaid.
Desert Key	Found in the desert.
Twilight Rain	Enables Floral Fallal to learn Break Damage Limit.
Aurora Rain	Enables Floral Fallal to learn Break HP Limit.
Machina Booster	Enables Machina Maw to learn Break Damage Limit.
Machina Reactor	Enables Machina Maw to learn Break HP Limit.
Victor Primoris	Enables Full Throttle to learn Break Damage Limit.
Corpus Invictus	Enables Full Throttle to learn Break HP Limit.
Calm Lands Discount Pass	Allows bearer to ride hovers at a reduced fare.
Calm Lands Free Pass	Allows bearer to ride hovers free of charge.
Book of Magical Dances I	Enables Songstress to learn MP Mambo.
Book of Magical Dances II	Enables Songstress to learn Magical Masque.



# Game System

*FINAL FANTASY X-2* features combat and exploration systems that are easy to grasp, yet deep in management and customization. This chapter contains full explanations of the systems you must learn and master to win the game.

## CONTROLLER FUNCTIONS

FIELD CONTROLS	
D-pad/Left Stick	Move character
	Speak to person/Search/Action
	Jump or climb raised or cliff surface
	Speak to person (Special Events)
	Open menu
	Pause

MENU CONTROLS	
D-pad/Left Stick	Move cursor
	Select/Confirm
	Cancel/Exit Menu
	Next Character (Equip screens)
	Previous Character (Equip screens)
	Scroll to next screen (Item, accessory, and other lists)
	Scroll to the previous screen (Item, accessory, and other lists)

BATTLE CONTROLS	
D-pad/Left Stick	Move cursor/target ally, enemy, groups
	Confirm command or highlighted item
	Cancel
	Skip character turn
	Special Attack (e.g. Trigger Happy)
	Change dresspheres
	Scroll to next screen (Item and ability lists)
	Scroll to previous screen (Item and ability lists)

## MAIN MENU FUNCTIONS

Press to open the main menu while the party is standing in the field. The menu is not available during combat or cinematic events.

### Items

View, sort, and use items and view key items. Refer to the Items & Accessories chapter for further information on the procurement and use of items.



### White Magic

Spells learned by equipping the White Mage dressphere can be used outside of combat to restore HP, heal status ailments, and recover fallen characters. This command only becomes available once the White Mage dressphere is obtained. See the Garment Grids & Dresspheres chapter for details on White Magic abilities.

### Equip

Equip or change the equipment of any character. The Equip sub-screen presents a full status display for the character, where you can view a complete list of statistics (such as a character's current HP, MP, Level, Strength, Magic, Defense, etc.). You can also see the total experience gained and the amount required before a character will reach the next level. The selected character's current combat commands and auto-abilities are displayed in the screen's lower-right corner. When you change a character's dressphere and accessories, the status, commands, and auto-abilities possessed by the character may change.

### Garment Grids

The Garment Grids sub-screen enables you to place dresspheres on Garment Grids. Select the Garment Grid to arrange, then choose dresspheres to insert in the nodes on the Garment Grid. In the lower-right corner of the Garment Grid sub-screen, the description of the Garment Grid is displayed. The description also contains information on any abilities or auto-abilities gained by the character when the Garment Grid is equipped. Blue, red, yellow, and green symbols on Garment Grids indicate the locations of gates. When a character performs a spherechange during combat, the line between the previous dressphere and the next one begins to glow. If a gate is located along this line, the character gains the associated ability or benefit listed in the description. Please refer to the Garment Grids & Dresspheres chapter for more detailed information on using Garment Grids and gates.

### Abilities

This menu allows you to change the abilities that a character will learn while using a certain dressphere. The sub-screen displays a list of all available dresspheres and the character's progress percentage toward mastering each. The character's status, battle commands, and auto-abilities are also displayed. While on this screen, you can switch to the next or previous character by pressing or . Any Ability Points (AP) gained while the dressphere is in use will then be applied to the ability you've selected. Read the Garment Grids & Dresspheres chapter to learn more about the various functions of the abilities of all the dresspheres.

### Accessories

View and sort the accessories possessed by the party. Accessories are equipped by using the Equip sub-screen. This screen enables you to view the descriptions of each accessory and to sort the inventory. For more information and a full listing of accessories, read the Accessories & Items chapter.

### Dresspheres

This option enables you to view the dresspheres in your possession and read detailed descriptions of the abilities each one bestows on a character equipping it.

## Creature

This menu allows you to review and boost the capabilities of the fiends you've captured. This menu does not apply to Yuna, Rikku, and Paine. In the Creature sub-screen, you can use items and accessories to boost the parameters of your fiends and to grant them new abilities. Any items and accessories spent boosting a fiend are used up and lost, so proceed with caution—this is not like *equipping* accessories. This menu also allows you to have a fiend forget abilities you don't want them to use.

## Party Members

This is where you determine which party members to keep in the battle party. The battle party is the allied team that takes the field during random encounters, boss fights, and activities in the Fiend Arena. By default, this is Yuna, Rikku, and Paine. However, using Shinra's Creature Creator to capture fiends allows you to mix and match the party to your liking. Want to fight with Yuna, a Tonberry, and a chocobo? You can make this happen.

## Config

The Config menu features several options that enable you to alter the gameplay experience in various ways.

**Spherechanges:** When Yuna, Rikku, or Paine changes dresspheres during battle, the battle briefly switches to "Wait" mode and a short transformation cinema plays. This option allows you to change the length of the cinema. When the function is set to "OFF," each transformation is shown only once in its entirety. Thereafter, the character transformation is instantaneous.



**ATB Mode:** When set to "Active," this function allows enemies to continuously attack, regardless of what you're doing. When set to "Wait," time pauses while you choose abilities or items to use from sub-menus.

**ATB Speed:** Battle timer gauges will charge more quickly or more slowly depending on how this option is set. The change also affects Enemy turns, for better or worse. Slowing down battles (and/or setting ATB Mode to "Wait") allows for more time to enter combat commands for each character.

**Cursor:** In the "Default" setting, this option resets the cursor to the top option of each battle menu, item listing, and ability listing. But when set to "Memory," the cursor is set to the last command issued or the last item or ability used. The Memory function makes it faster and easier to repeatedly cast the same spell or use the same ability.

**Battle Help:** The help window displayed at the top of the screen during a battle can be toggled on or off.

**Vibration:** The vibrating function of the controller can be turned on or off.

**Subtitles:** The subtitles that appear at the bottom of the screen during scenes can be turned on or off.

**Subtitle Names:** Shows or hides the name of the speaker when each subtitle is displayed during scenes of dialogue.

**Guide Map:** Toggles the guide map normally displayed in the screen's upper-left corner during field mode on or off. The on-screen map provides an outline of the surrounding area, making it easier to spot side areas, entrances, and exits.

# BASIC GAME PROGRESSION

Beginning a game of *FINAL FANTASY X-2*, the player assumes the awesome challenge of guiding a group of three especially talented ladies through a spectacular fantasy world. The story begins with the premise that the summoner who defeated Sin in the previous game has shed her robes to become a sphere hunter. A sphere hunter is an adventurer who travels Spira in search of rare spheres that bestow new abilities on the user and sometimes contain ancient recordings from the world's mysterious past. However, as strange events begin to occur and the political climate of Spira changes, the heroines' quest becomes deeper and more intense.

Throughout this journey, your job is to guide the player character group, or party, from location to location, searching for items that aid you in battle or enable new abilities in combat. As you pass through areas, the screen may suddenly freeze and shatter as enemies appear and attack the party. Such random battles are called "encounters." As you conquer enemies, the characters gain Experience Points (EXP) and Ability Points (AP) that enable them to learn new skills and fight with greater speed and prowess. When certain events are triggered, the party must fight and defeat one or more unique enemies of superior strength and attack abilities, referred to as "bosses." Each boss defeated brings you one step closer to the conclusion of the quest.

## Story Completion

Progression through *FINAL FANTASY X-2* is also measured by a story completion system. As the party visits various locations in Spira, scenes and missions can be triggered by moving to certain spots or by speaking to certain non-player characters (NPCs). During some scenes, the game awards completion percentage points. These points are displayed whenever you save or load your game, and enable you to track the total amount of the game that you've experienced. Completion points factor into the ending you will view at the game's conclusion. If you follow this guide's walkthrough exactly, you can accrue 100% completion—and therefore the most complete ending—in a single playthrough.



## Chapters

The "Chapter" system is another method *FINAL FANTASY X-2* uses to track progress. When the game begins, you start Chapter 1. After visiting a few key locations (marked on the airship Celsius's maps as "Hotspots"), the story progresses to the point where visiting additional locations enables you to advance through the chapter. Once a chapter is completed, new events, items, and enemies become available in all areas of Spira. Thus, you can complete a chapter very quickly or very slowly, whichever you prefer. Be warned, however, that if you jump from Hotspot to Hotspot without visiting other locations in between, the game's difficulty increases dramatically—the girls will have fewer chances to gain EXP and AP, and you'll acquire fewer useful accessories, Garment Grids, and dresspheres.

## Completing the Game

As you complete chapters and engage in the events of Chapter 5, you draw closer to the final boss. If victorious against this enemy, the story completion percentage points are tallied and weighed against various decisions made at crucial points in the game. You will then view one of many endings that best reflects your progress and choices during the game. *FINAL FANTASY X-2* is a game in which you cannot experience every event in a single game, due to the fact you must make choices that affect certain scenes. However, with diligent exploration and completion of certain side quests, it is possible to accumulate 100% story completion in a single game. This guide's main walkthrough depicts this very particular path, but you're free to blaze whatever trail you prefer as you direct the adventures of the Gullwings.



## New Game Plus

Upon beating the game, you can opt to start again while retaining most of the progress you made with your characters on the previous go-round. You can also use this opportunity to make different choices during certain events, thereby seeing a different outcome. Story completion percentage is carried forward to New Game Plus, so it's possible to see the special 100% ending by completing both New Game and New Game Plus with at least 100% completion earned between them. (For example, complete New Game with 50% and then New Game Plus with another 50%, selecting different events wherever possible.)

New Game Plus lets you continue earning any remaining abilities for your party, while rounding out your *AI Bhed* dictionary and Shinra's Bestiary. The beginning of a New Game Plus is also the best time to really start digging into Shinra's amazing Creature Creator. You can replace some or all of the main ladies of *FINAL FANTASY X-2* with wild beasts that you've captured and trained. It is optimal to focus on monster training, storylines, and tournaments when the levels of Yuna, Rikku, and Paine remain low. Working with low-level monsters means that they'll gain levels quickly, which makes their "Fiend Tales" easy to complete. This requires much more time and effort if you wait until the ladies are high level to pursue it (and it's impossible if you happen to wait until the ladies are all level 99). If you didn't mess with the Creature Creator much in a New Game, it's best to wait for the early, low levels of New Game Plus. Many exclusive humanoid characters can only be caught with SP trap pods and added to the party during New Game Plus, as well.

### CARRIED FORWARD IN NEW GAME PLUS:

**AI Bhed Primers**

**Entries in Shinra's Database**

**"Creature History" entries in Creature Creator**

**Gil**

**Dresspheres, Garment Grids, Items (minus Gyshal Greens), and Accessories**

**Abilities earned (including for creatures)**

**Blitzball progress**

**Gunner's Gauntlet Progress**

**Story Completion Percentage**

### NOT CARRIED FORWARD IN NEW GAME PLUS:

**Gyshal Greens**

**Level EXP (Yuna, Rikku, Paine, and any creatures reduced to level 1)**

**Mini-Game and Mission progress**

**Sphere Break Coins**

## EXPLORATION

Throughout the game, you must lead the main character, Yuna, through various areas in search of items to aid in this quest. Yuna represents the position of the entire party on the map. The rest of the party, Rikku and Paine, do not appear on screen until a cutscene or a battle is triggered.

Knowing how to search wisely and efficiently can reduce game time. Items that you can find are contained in treasure chests. Some treasure chests are positioned in obvious locations and are easy to locate. Other chests are cleverly tucked behind obstacles that make them difficult to see. As you move the player character around some areas, you'll notice that the camera moves relative to the character's position. Sometimes, if you move to the forward portion or rear of an area, the camera will switch to a new position, enabling a different view that reveals the location of a hidden or obscure treasure chest or item. For this reason, it is important to move the player character all around a map as you cross through any area.

As you progress from one chapter to the next, each area is refilled with all new treasure chests. Sometimes the exact same chests are refilled with new items. Other chests disappear at the end of a certain chapter, whether they've been opened or not, and new chests appear in completely different locations on the map. For this reason, it is important to revisit every location in every chapter. With this method, you can supply the characters with enough items and accessories to carry them through any battle.


While exploring areas and defeating enemies, it's important to touch the blue, glowing Save Spheres scattered throughout Spira. Not only does a Save Sphere enable you to preserve your game progress, it also restores the entire party to full HP and MP and heals status ailments. Save Spheres enable your party to remain strong, even while passing through dangerous areas where random encounters are frequent and draining on the characters' health.

## Non-Player Characters


During your exploration of Spira, speak to local citizens and shop clerks. These NPCs include any character who does not become an active fighter that you can control in the combat party. Therefore, NPC refers to every person in the game except for Yuna, Rikku, and Paine.

By speaking to NPCs in every location, you may come to understand the history and purpose of each region. If the person is an important NPC, you may actually trigger a dialogue event by speaking with them. Dialogue events may divulge clues as to what tasks you should be performing to benefit the region or your party. These scenes may also signal the start of important missions. By completing missions assigned to you by NPCs, you will develop relationships with these characters that prove beneficial to your party by gaining new items, dresspheres, accessories, and Garment Grids. You'll also gain a little bit of story completion percentage for many of these optional rendezvous. Don't hesitate to help strangers you meet in the wilderness, because good deeds shine back on you (even if it may take a while).

## MANAGING THE PARTY

During combat and while walking in the field, your job is to keep Yuna, Rikku, and Paine healthy and equipped in preparation for the next encounter. Afield, press  to open the main menu and use the options to consume items for the restoration of Hit Points (HP) and Magic Points (MP), or to remove status ailments inflicted on your characters by enemies, which sometimes linger after battle. Equip your characters with Garment Grids that benefit them with additional abilities and auto-abilities. Each character can also be fitted with up to two additional accessories which enable abilities and beneficial auto-abilities for use in combat. Perform such management activities continuously as you progress in the game to ensure that all of your characters are prepared for any sudden encounters with fiends or foes that are difficult to defeat.

## Balancing the Party

Garment Grids have nodes where you can set dresspheres. Each character can equip one dressphere at a time. You can change the dressphere equipped by the character between battles using the menu, or in the midst of battle by pressing  during the character's combat turn. While a character has a dressphere equipped, she can learn and perform a certain set of abilities.

Each dressphere bestows the character who equips it with amazing combat skills, but also limitations. For instance, a White Mage can heal the entire party every single round without consuming MP, but is incapable of attacking the enemy. A Black Mage can perform powerful spells that inflict damage on enemies, but is normally incapable of performing physical attacks. A Warrior can use physical attacks as well as magically-charged sword skills, but cannot cast spells like a Black Mage nor heal like a White Mage. A Thief has the ability to steal items and gil from enemies. However, the physical attacks of a Thief are far less damaging than those of a Warrior.

Due to these strengths and weaknesses of all dresspheres, it's important to equip your characters so that the three can combine their abilities in ways that complement one another. One of the better combinations of dresspheres to equip for any boss battle is Black Mage, White Mage, and Thief. With this trio, the White Mage will keep the party healthy while the Black Mage damages the boss for massive amounts of HP with spells. Once the Thief steals rare or normal items from the boss, she can assist the Black Mage in defeating the boss. This is just one example of how dresspheres can be equipped among the three characters to balance the abilities of the party for greater combat efficiency.

Because any character can change to a more suitable dressphere in the middle of combat, there is no reason to remain tied to one particular set of abilities. For instance, if a Black Mage runs out of MP and does not have the means to recover spell casting points, change to a dressphere such as Warrior so the character can continue to attack every round without need for MP. To be best prepared to change your characters' dresspheres during combat, pay attention to the placement of dresspheres on each of the character's Garment Grids.



## BATTLES

Combat is the key to character development and game progression. Battles occur randomly as you cross through areas, or they can be triggered by certain events or contact with certain characters. Random battles usually involve weaker enemies. All enemies are listed in the Fiends chapter with statistics detailing their strengths and weaknesses. Use an enemy's weaknesses against it to defeat it more easily.

Unique enemies of particularly powerful strength and little weakness that are encountered through events are called boss monsters. Such enemies are also detailed in the Fiends chapter. The Chapters walkthrough section also contains detailed strategies for overcoming such foes.

Fiends you run into repeatedly have a chance to enter an Oversoul state, which makes them much stronger. Once you've encountered a particular fiend, you can view that fiend's information in Shinra's Bestiary on the Bridge of the Airship Celsius.

## Inside the Battle!

The rest of this section describes, step by step, how to fight a battle and adjust your strategy to overcome enemies in a quick and efficient manner. Turn by turn, this guide describes how to enter a battle, how to observe enemy behavior, and how to rise to the challenge.

## The Battle Screen

### COMBAT TURNS AND ROUNDS

When combat begins, the flow of battle commences in turns and rounds. Each character's ATB Gauge is displayed in the lower-right corner of the combat menu. When the timer gauge fills completely, the character becomes entitled to a combat turn. On a character's turn, you can use her personalized menu to enter commands to be executed. When an enemy attacks or performs an action, it is also referred to as their turn. Due to the ATB system, some characters or enemies can have multiple turns before the end of one combat round.

### INITIAL ACTIONS

During a character's turn, the command menu is displayed in the screen's lower-left corner. The command menu is tailored to the abilities of the dressphere that the character has equipped.

Most dresspheres enable the user to perform a simple physical attack. Start the battle by attacking an enemy, and watch the results.

If the enemy sidesteps your first attack and you see the word "MISS" appear on screen, it may just be luck on the enemy's part. Try another attack on your next turn, and see if you can cause some damage this time. If the attack misses the enemy again, it may be that the foe has high Evasion. In that case, you should resort to using magic spells to attack, because they rarely miss. If spells are not at your disposal, there are abilities with status effects available on certain dresspheres that enable you to slow down an enemy or reduce its Evasion. If such an ability proves effective, you should be able to attack the enemy and land a hit.

If your physical attacks land on the foe but the enemy suffers minimal damage, it may be that the enemy has high Defense. Again, you should switch to magical attacks to compensate for the enemy's high Defense. If you can't hurt foes one way, you can surely hurt them another way.

### CASTING MAGIC

If you've determined that an enemy is invulnerable to physical damage, it's time to switch to magic. You can't cast magic until you find suitable dresspheres such as White Mage and Black Mage. Both of these dresspheres are obtained by completing missions in Chapter 1. If a character is not already equipped with the Black Mage dressphere at the start of the battle, use the spherechange command to change dresspheres. During a character's turn, press **□** to access the character's spherechange menu. You can select and transform into a dressphere that is one node away from the one currently equipped. Change to a Black Mage, who can use attack magic.

Once the transformation is complete, a Black Mage should be immediately ready to cast spells. On her turn, open the Black Magic menu and select a spell to cast. When using magic, you can target one foe or all foes. To target the entire enemy party with a spell, move the analog stick left until flashing arrows appear next to the names of all the enemies. Targeting a spell at multiple enemies will dilute the effect of the magic, causing less damage to foes.

Casting a spell requires additional time to prepare. Once you've chosen a spell and commanded your character to perform this action on her turn, a second gauge appears next to her name. When this gauge fills, your character unleashes the magic you desire. Unfortunately, enemies have the ability to affect the time required for a Black Mage to cast a spell. If an enemy attacks a Black Mage, the timer gauge stops filling for the time it takes your character to recover her posture following the force of the blow. If a mage's gauge is full and the enemy attacks at the moment your character tries to cast the spell, this can delay your action for another full second. You can reduce the time required to cast spells by learning abilities such as Black Magic Lv.2 and Black Magic Lv.3, and by equipping certain accessories.

When the Black Mage finally casts a spell, watch the effects. If the enemy or enemies suffer significant damage as a result of the spell, then magic use may be a more suitable strategy than physical attacks.





## Elemental Properties of Magic

Black Magic spells and other abilities that use the powers of Fire, Blizzard, Thunder, and Water all operate on elemental properties. As long as a foe does not have any inherent resistance to a spell, this doesn't affect a character's ability to damage it with magic. However, some enemies have the ability to halve damage from certain types of magic, or they may even be immune to the effects of a certain element. Enemies may even be able to absorb certain elements, thereby receiving healing effects from the spell!

For these reasons, it's important to understand the elemental strengths and weaknesses of your foes ahead of time and use magic wisely. A Gun Mage can use the Scan ability to determine the elemental strengths and weaknesses of any unknown creature, so it is extremely helpful to have a Gun Mage present when using Black Magic. Other dresspheres can also help in complementary ways, like using a Warrior's Mental Break ability to reduce the target's Magic Defense.

## Magical Protection

If neither magic spells nor physical attacks are causing normal amounts of damage to a foe, it is very likely that the enemy has high Defense and Magical Defense. You can check this by using a Gun Mage's Scan ability. Any status effects that the enemy is currently benefiting from will be displayed directly under its main data in the upper right-hand window. If these benefits are the result of a spell or special ability, you can remove these effects with a White Mage's Dispel spell, a Dispel Tonic, or other items and abilities that allow the user some form of Dispel.

However, some enemies permanently benefit from these status effects. For example, a foe may be in a constant state of Haste, or may be sheltered by a constant Protect effect. Use the following strategies to counter whatever beneficial status the enemy has:

**Protect:** Reduces the amount of damage received from physical attacks. Use Dispel or cast spells to increase Strength.

**Shell:** Reduces the amount of damage received from magic spells. Use Dispel or cast spells to raise Magic.

**Regen:** Regenerates small amounts of HP gradually. Use Dispel or attempt to inflict Poison status.

**Reflect:** Spells will bounce back to the opposing side. Spells can only be reflected once, so cast Reflect on your party members. Target your spells at your party, and the spell bounces off to damage the enemy. You can also cast Dispel on the enemy. The Piercing Magic auto-ability of Yuna's Festivalist dressphere also enables her magic attacks to ignore Reflect.

**Haste:** The speed of the enemy is raised to such a degree that it attacks more frequently during battle. This can be nullified by casting Dispel on the enemy. Another tactic would be to cast Slow on the enemy, which replaces the enemy's Haste effect with the Slow effect.

## CHAIN ATTACKS

If two or more characters in the party consecutively execute their attacks, spells, or abilities, a "chain attack" is formed. Chain attacks cause greater damage to the enemy than usual, and provide a way to maximize physical attacks. Each chain attack causes slightly more damage than the last. Thus, if you can string together a series of consecutive attacks, the damage increases more than the normal amount of damage inflicted by a lone attack. The easiest way to do this is with a Gunner's Trigger Happy ability. With three Gunners in the party, you may be able to execute three consecutive, staggered Trigger Happy attacks and never let the enemy have a turn! Other basic ways to start a chain involve using the Thief dressphere, Yuna's Festivalist dressphere, or Rikku's Trainer dressphere for their built-in double-hitting standard attacks.

Attacks do not have to strike the target at the exact same time. A chain attack occurs as long as the second attack happens before the enemy fully recovers its normal posture after the first attack.

Enemies are also capable of using chain attacks against your characters. If one or more enemies are attempting a prolonged chain against one of your characters, try to break the chain by attacking the enemy. But remember, some enemy chains cannot be interrupted.

Chain x1 (the second consecutive hit) multiplies the attack's damage by 1.45. Each consecutive hit in the chain after that adds .05 to that multiplier. So the hit that sets up the chain does normal damage; the next hit causes Chain x1 for 1.45 times normal damage; the next hit causes Chain x2 for 1.5 times normal damage; then Chain x3 for 1.55 times normal damage, and so on. If you can manage to keep hitting the enemy and never allow them to recover from staggering, it's possible to get a multiplier entering the hundreds.

## RECOVERY

After an attack, damage has usually been done to your party. Hit Points can be recovered by using the Pray or Cure abilities of a White Mage, or by consuming Potions, Hi-Potions, X-Potions, Mega-Potions, or Megalixirs. A few other dresspheres have alternate healing specialties, like Alchemist's Mix, and HP Flurry with Paine's Trainer dressphere.

Using spells or potions to recuperate requires extra time to prepare and execute, so don't let your characters drop to low HP before healing them. When characters drop below 25% of their maximum HP, their HP display turns yellow and they stumble in pain. Administer recovery spells or items immediately to avoid a KO. Casting Life magic or using Phoenix Down items can revive fallen characters, but you must use one turn to revive and yet another turn to heal, because a character rarely comes back to life in good condition. Avoid the hassle of KO by staying above critical status.

Stronger restorative items should be reserved for boss fights and the game's latter stages, where many enemies have the ability to take down lots of HP with single attacks. Unless the enemies are reducing the HP of your characters close to zero during every single round, there is no reason to recover HP until an emergency situation arises. Use your combat turns to attack enemies, and tend to the matter of healing characters and removing status ailments between battles.

## STATUS AILMENTS



Enemies are capable of affecting the combat abilities of the characters by using attacks or spells that inflict status ailments. Once a character is affected by a status, achieving victory is more difficult. Once afflicted with a status ailment, icons appear over the characters' heads. Characters may also flash in strange colors to indicate some kind of affliction.

If a character becomes partially disabled by status, use the affected character's next turn to consume a curative item or cast an Esuna spell. An Esuna spell will remove most status ailments from a character, but the MP cost and extra time required to cast the spell make this a less attractive option in the heat of fast-paced battles.

Items can be used to cure status ailments more rapidly but also take a certain amount of time to use in battle. A Remedy item takes care of all the same status impairments as an Esuna spell. However, Remedy potions cannot be purchased and are difficult to find in the early stages of the game. You can easily purchase status-specific cures (such as Antidotes, Eye Drops, Echo Screens, etc.) at most shops to remove what ails your party.

If you determine that an enemy is susceptible to any type of status ailment, don't hesitate to inflict the enemy with some ailment if possible.

## CURABLE STATUS AILMENTS

STATUS	DESCRIPTION	CURE
Poison	Suffers damage at set intervals.	Antidote, Remedy, Esuna
Darkness	Reduced accuracy of physical attacks.	Eye Drops, Remedy, Esuna
Silence	Cannot cast spells or sing.	Echo Screen, Remedy, Esuna
Sleep	Cannot participate in battle.	Physical attack, Remedy, Esuna
Petrification	Cannot participate in battle.	Soft, Remedy, Esuna
Confusion	Actions are unpredictable and uncontrollable.	Physical attack, Remedy, Esuna
Berserk	Increased Strength, but attacks enemies impulsively and uncontrollably.	Remedy, Esuna
Pointless	No AP is earned during battle, and no EXP is earned after battle.	Holy Water, Remedy, Esuna
Curse	Cannot spherechange.	Holy Water, Remedy, Esuna
Itchy	Cannot use any command but spherechange.	Holy Water, Remedy, Esuna, Spherechange to new dressphere
Slow	ATB gauge takes longer to fill.	Remedy, Esuna, wears off
Stop	ATB gauge stops.	Remedy, Esuna, wears off
KO	Cannot participate in battle.	Phoenix Down, Life magic

## INCURABLE STATUS AILMENTS

STATUS	DESCRIPTION
Auto-Life	The ally or enemy recovers from KO status automatically.
Doom	The target dies after three combat rounds.
Eject	An ally or enemy is permanently removed from a battle.
Invincible	Cannot suffer damage.
Null Magic	Cannot suffer damage or status ailment via magic.
Null Physical	Cannot suffer damage or status ailment via physical attack.

## SHINRA

The Gullwings are lucky that kid genius Shinra is on their side and onboard the Airship Celsius. This pint-sized inventor records an Oversoul Bestiary, decodes and plays back treasure spheres, provides in-depth tutorials for all major game systems, and operates the Creature Creator. While the original release of *FINAL FANTASY X-2* allowed players to battle as Yuna, Rikku, and Paine, this upgraded collection allows almost any creature in Spira to be introduced into the combat party! And Shinra himself operates a series of tournaments that equal in both reward and challenge to any other obstacle in Spira, right from the comfort of the airship's Bridge.



## Creature Creator

The Creature Creator, which is revealed by Shinra very early in the game, gives you a chance to gain all sorts of unusual and powerful party members. You pull these enlistees from Spira's wild fiend population.

## CAPTURING FIENDS

Capturing fiends is accomplished by using Shinra's Creature Creator menu to deploy trap pods to various regions of Spira. Your results will depend on which size trap pod you use and where. Different creatures are also available depending on which Chapter of the main quest you're currently on, and which creatures you've previously captured and trained. Shinra provides the Gullwings with a few trap pods to get started. More trap pods can be earned through Fiend Arena tournaments, and by finishing Chapters of the main story. You also receive a trap pod to hold you over whenever you deplete your stock to zero hunting for monsters. A total of eight trap pods may be held at a time. If your store of trap pods is filled, you won't receive new ones until you use some.

You can use tamed fiends to tackle Fiend Arena tournaments, to participate in battle simulations against other tournament teams, and also to take on the normal game's events. See the end of this chapter for a listing of where and when you can capture specific creatures.



Choose the locations you want to target and the trap pods you want to use, then await the results in the round-up. The tally is instant, and Shinra allows you to choose if you want to accept whatever the trap pod dragged in. Trap pods may sometimes come up empty.

## FIEND AND TRAP POD SIZES

Pods and monsters come in three sizes: Small (S), Medium (M), and Large (L). Humanoids like Yuna, Rikku, Paine, and Brother are size S. Your active battle party can contain three size S members, one size S and one size M, or one size L. Trap pods come in the same sizes, and correspond to the size of fiend they're capable of capturing. SP Pods can also be earned, which allow you to designate exactly which monster family you'd like to target when casting for fiends in a particular region. SP Pods are the only way to catch other NPCs like Brother in the wild. They're also the only pods that can catch some of the fiercest creatures and bosses.

## OUTFITTING AND COMMANDING FIENDS

Captured fiends and enlisted NPCs must also be equipped with Garment Grids and dresspheres like the girls, though fiends and NPCs can't participate in spherechanges mid-battle. The dressphere you choose for a fiend will dictate some of its abilities and parameters.



During battle, fiends cannot be issued commands directly. You can sculpt the development of a monster, select its equipment, and choose to urge it on or advise caution (by clicking in the left or right sticks), but you cannot directly control it. You can dictate whether the posture of friendly fiends is more inclined to defense or offense. Press in the right analog stick to increase the aggression of your fiends; press in the left analog stick to decrease it. Aggressive creatures are more likely to attack and deal more damage, but also take more damage. Creatures advised toward caution are more likely to take restorative and defensive action. They also receive and deal less damage.

## BIGGER IS NOT NECESSARILY BETTER

While L-sized monsters are hulks with great stats and bigger HP and MP pools than S-sized creatures, there are disadvantages to being alone. Your lone party member will be much more vulnerable to status ailments, to any elemental affinities it's on the wrong end of, and to attacks that deal proportional damage. An attack that does 50% or even 99% of total HP is obviously a much bigger deal if your fighter has no backup. And even something that's relatively easy to manage with a full party, like the Sleep ailment, can become catastrophic alone. When using size L monsters, compensate for their weaknesses with suitable equipment and with the Creature development sub-menu. HP/MP%+ items like the Myhril Bangle have an even more dramatic effect on creatures that start with 3-4x more HP in the first place. And a Garment Grid like Healing Wind assures your soloist at least has access to something like Cura.



## FIEND TALES

In Shinra's Creature Creator menu under "Creature History," you will find all the monsters you've brought into the Gullwings. Here you can read their "Fiend Tales." A Fiend Tale is a multi-part story which is unlocked by leveling up a given fiend. When you first capture a fiend, only the first part of its Fiend Tale is available.



With each new level of EXP you earn for the fiend, a new installment of the Fiend Tale is revealed. After the first five parts of the Fiend Tale are revealed in "Creature History," you have the option to release the stronger, wiser monster back into the wild, and you are rewarded with a cutscene depicting the end of their story.



Almost every monster's Fiend Tale is unlocked by increasing the monster's level by five and then releasing it; however, a few monsters are handled differently. Also note that humanoids brought into the party, such as Brother, do not possess Fiend Tales.



Completing Fiend Tales doesn't only teach you about Spira's flora and fauna. While viewing the final scene of a Fiend Tale, you may be awarded with an item, accessory, or trap pod. Some Fiend Tales release new teams into the Fiend Arena, or new wild creatures into the lands of Spira, ready to be captured. Some minor side quests are even centered on certain Fiend Tales, requiring that you capture and train monsters in a particular order.

### SET ASIDE THE CREATURE CREATOR FOR NEW GAME PLUS...

Because unlocking Fiend Tales involves so much leveling, it's recommended that you focus on filling up Fiend Tale entries during the early Chapters of a New Game Plus, while the girls are still relatively low in level. New fiend recruits will have a starting level that's comparable to those of Yuna, Rikku, and Paine. If you wait until the girls are all high level, you'll be forcing yourself to do a lot more work unlocking each layer of a Fiend Tale. After all, leveling a recruit from, say, levels 10 to 15 requires far less EXP than leveling a recruit from levels 70 to 75! Additionally, several exclusive and memorable NPCs can only be inducted into your party during Chapter 5 of New Game Plus, adding more incentive to wait before fully diving in.

### ...WHILE UNLOCKING FIEND TALES ALONG THE WAY, ANYWAY!

But along the way, even if you don't want to focus on the Creature Creator for your first playthrough, you can still get a fair amount of legwork done. As mentioned, when fiends first enter the party, they are around the level of the girls. Even if you fill your roster with fiends and don't bother using any, they level up alongside Yuna, Rikku, and Paine. So even if you don't plan to touch the Creature Creator until New Game Plus, it's worth your while to capture and keep a full roster of fiends. Every once in a while, as you plow through the adventure with the ladies, check with Shinra to see if the fiends have earned enough EXP to be released, thereby unlocking their Fiend Tales with next to no effort from you. Continue using other trap pods as you come across them, and occasionally check on the automatic progress of the fiends kept in Shinra's care.

## THE FIEND ARENA

The Fiend Arena is a virtual environment operated by Shinra that allows you to stack up any configuration of party you desire against the nastiest fiends Spira has to offer. You can enter various tournaments, winning amazing prizes (and unlocking more tournaments) if you persevere through the final rounds. Any team of monsters encountered during a tournament becomes available to practice against within the confines of the battle simulator.

Through tournaments and battle simulations, you can stock up on tons of accessories which are otherwise rare or even unique in the normal game. You can then wear these spoils, sell them for profit, or cannibalize them using the Creature option on the main menu, permanently raising parameters and unlocking new abilities for your domesticated monsters.

## THE BATTLE SIMULATOR

The Battle Simulator allows you to fight any teams you've run into during Fiend Arena tournaments. You can use this to prepare for troublesome teams, and to "farm" EXP and AP at will, training either the girls or captured fiends (or a combo) from the comfort of the Airship Celsius. This also allows you to farm many of the game's monsters for dropped and stolen items whenever you please.

## TOURNAMENTS

Tournaments play out across a bracket of either eight or sixteen teams, through three or four rounds of competition. You can earn items and trap pods by successfully winning individual rounds, and the spoils earned for winning tournaments match some of the main game's best available items. And, unlike the main game, there is no penalty for falling in battle (although this changes for the most elite tournaments, where the stakes are the same as in the wild—a Game Over screen appears upon defeat, so save the game before participating in the nastiest competitions). Some rewards are exclusive to the Fiend Arena.

### FIEND ARENA TOURNAMENTS

TOURNAMENT	AVAILABILITY	POTENTIAL PRIZES*
Standard Cup	Always	Recovery items and low-level HP/MP boosting accessories
Standard Cup: Hard	Beat Standard Cup thrice	Mid-level parameter-boosting accessories
Grand Cup	Beat Standard Cup: Hard	Top-tier recovery items
Grand Cup: Hard	Beat Grand Cup thrice	Elemental accessories
Chocobo Cup	After beating Grand Cup: Hard once, beat it again while defeating the Chocobo team	Champion Belt, Minerva's Plate, Rabite's Foot, Regal Crown
Cactuar Cup	After beating Grand Cup: Hard thrice, beat it again while defeating the Cactuar team	Crystal Gloves, Oath Veil, Pixie Dust, Power Gloves
Youth League Tournament	Beat Grand Cup: Hard six times	Defense Bracer, Shmooth Shailing, Speed Bracer, Tetra Bracelet
Aeon Cup	Requires that eight specific creatures be captured and released with Fiend Tales completed	Crystal Ball, Crystal Bangle, Kaiser Knuckle, Rune Bracer
Fiend World Cup	Requires capturing and training a specific succession of demonic creatures	Adamantite, AP Egg, Gold Hairpin, Soul of Thamasa
Almighty Shinra Cup (Temporarily replaces Fiend World Cup)	Complete Omega Weapon's Fiend Tale	(see Fiend World Cup)
Farplane Cup	Beat every other tournament once (not including Almighty Shinra Cup)	Force of Nature, Iron Duke, Key to Success, Ragnarok

\*Trap pods may also be received as prizes for any tournament if the player has fewer than 8 trap pods in reserve; if trap pod reserves are full, recovery items are awarded instead.

**TOURNAMENT EXCLUSIVES**

Psychic dressphere	Beat Standard Cup
Intrepid Garment Grid	Beat Standard Cup thrice
Abominable Garment Grid	Beat Grand Cup: Hard
Festivalist dressphere*	Beat Grand Cup: Hard thrice
Peerless Garment Grid	Beat Aeon Cup thrice
Last Resort Garment Grid	Recruit Almighty Shinra (beat Almighty Shinra Cup) and complete his Fiend Tale

\*Also available by talking to Brother on Airship Celsius early in the game.

**Unlocking Aeon Cup**

To unlock Aeon Cup, you must complete the Fiend Tales for the monsters listed in this section. Capture them, get them five levels' worth of EXP, then release them in the Creature History menu to complete their Fiend Tales. Upon release, they evolve into aeons! Once all of these monsters have been attended to, Aeon Cup will be available.

CHAPTER	LOCATION	TRAP POD	CAPTURE TARGET	FIEND TALE EVOLUTION
Chapter 1-4	Besaid Island	L	Flame Dragon	Ifrit
Chapter 2	Moonflow, Bevelle, Calm Lands	S	Flan Blanco	Shiva
Chapter 3-5	Mi'ihen Highroad, Zanarkand Ruins	S	Mycotoxin	Valefor
Chapter 5 (after clearing Thunder Plains)	Thunder Plains	L	Machina Striker	Ixion
Chapter 5	Bikanael Desert (after completing mission)	L	Jumbo Cactuar	Magus Sisters
Chapter 5	Bevelle	M	Critical Bug	Yojimbo
Chapter 5	Bevelle	L	Azi Dahaka	Bahamut
Chapter 5 (after clearing at least Cloister level 20)	Bevelle	L	Aranea	Anima

**Unlocking Fiend World Cup & Almighty Shinra Cup**

To unlock Fiend World Cup, you must train a specific succession of unholy creatures. Start in Chapter 3 by capturing a Daeva from Kilika Island (use trap pod M).

**LINES OF SUCCESSION**

Apart from the demon bloodline you must specifically follow in order to unlock two of the hardest tournaments, there's some legwork required to induct another of the endgame bosses into the Gullwings. Capture a Killer Hound from Bikanel Desert (trap pod S) to cause YLSL-Zero to appear in Zanarkand. Capture YLSL-Zero (trap pod M) and complete its Fiend Tale in turn to cause Machina Panzer to appear on the Thunder Plains (trap pod L). Completing Machina Panzer's Fiend Tale rewards the party with the incredibly rare **Adamantite!**

- Capture Daeva, complete its Fiend Tale, and release it. Daeva is replaced in the party by Aka Manah.
- Complete Aka Manah's Fiend Tale and release it. Aka Manah is replaced in the party by Aeshma.
- Complete Aeshma's Fiend Tale and release it. Aeshma is replaced in the party by Jahi.
- Complete Jahi's Fiend Tale and release it. A secret mission is unveiled!
- Capture a Tomb from Djose Temple using trap pod M. Complete its Fiend Tale and release it. Releasing Tomb means that Dolmen can be caught during Chapter 5.
- Capture a Dolmen from Kilika Island or Djose Temple (use trap pod M). As before, complete its Fiend Tale.
- Releasing Dolmen means that Monolith can be captured in Djose Temple, but only if you've already entered the Farplane at least once. As before, catch it using trap pod M, level it up to complete its Fiend Tale, then release it. Completing Monolith's Fiend Tale causes Ultima Weapon to automatically join the party!
- Complete Ultima Weapon's Fiend Tale and release it. Omega Weapon is revealed and Fiend World Cup is unlocked!
- In Fiend World Cup, the stakes are raised. Losses in a tournament here are not safe—it's Game Over if you fall on the way to Omega Weapon. Omega Weapon is the last opponent of Fiend World Cup. Defeat Omega Weapon and you are given a choice to recruit Omega Weapon or re-recruit Ultima Weapon. Of course, choose Omega Weapon.
- Level up Omega Weapon and complete its Fiend Tale. Releasing Omega Weapon unleashes Almighty Shinra and changes Fiend World Cup into Almighty Shinra Cup!
- Enter Almighty Shinra Cup and defeat the final opponent to induct Almighty Shinra into the Gullwings. He's finally more than a keyboard and wire jockey. After beating Almighty Shinra Cup, it becomes Fiend World Cup again.
- Enjoy Almighty Shinra as an incredibly powerful party member. Or level him up, complete his Fiend Tale, and release him for the **Last Resort Garment Grid**.

Once you've completed all these tasks, you can choose to re-recruit Almighty Shinra by reinstating Almighty Shinra Cup and winning again. To do this, simply view Omega Weapon's Fiend Tale ending in the Creature Creator Bestiary. Fiend World Cup will again be replaced by Almighty Shinra Cup.

**CREATURE CAPTURE LOCATIONS**

Your trap pod capture results depend upon the area to which the trap pod is deployed and the current story Chapter. Note that the SP pod listings for bringing other humanoids besides Brother into your party only apply to New Game Plus.

The exception to this rule is Luca. Luca's pool of potential captured creatures is drawn from the whole rest of the world. The main benefit of this is that you can still hunt for monsters no longer available for capture elsewhere by deploying pods in Luca (even when you're playing later story Chapters). Because of this, Luca's results are contained in a separate table, and are a list of other regions, rather than a list of wild creatures. Among other things, don't bother wasting SP pods in Luca, and don't use L pods until Chapter 5.

**Luca**

TRAP POD	CURRENT CHAPTER	POSSIBLE LOCATION & CHAPTER MONSTER POOL				
S	1	Besaid Island (1, 2)				
		Kilika Island (1, 2)				
		Mi'ihen Highroad (1)				
		Mushroom Rock Road (1, 2)				
		Djose Temple (1, 2)				
		Moonflow (1)				
		Guadosalam (1)				
		Thunder Plains (1)				
		Macalania Woods (1, 2)				
		Bikanel Desert (1)				
		Calm Lands (1)				
		Mt. Gagazet (1, 2)				
Zanarkand (1, 2)						
2	2	Luca (1)				
		Mi'ihen Highroad (2)				
		Moonflow (2)				
		Thunder Plains (2)				
		Bikanel Desert (2)				
		Bevelle (2)				
		3-5	3-5	Luca (2)		
				Besaid Island (3, 4)		
				Mi'ihen Highroad (3, 4)		
				Calm Lands (2, 3, 4)		
				M	1	Besaid Island (1, 2)
						Kilika Island (1, 2)
Mi'ihen Highroad (1, 2)						
Moonflow (1, 2)						
Thunder Plains (1)						
Macalania Woods (1, 2)						
Bikanel Desert (1, 2)						
Calm Lands (1, 2)						
Mt. Gagazet (1, 2)						
Zanarkand (1, 2)						
2	2	Luca (1)				
		Thunder Plains (2)				
		Bikanel Desert (2)				
		Bevelle (2)				
		3-5	3-5	Luca (2)		
				Besaid Island (3, 4)		
				Kilika Island (3, 4)		
				Djose Temple (3, 4)		
				Macalania Woods (3, 4)		
				Bevelle (3, 4, 5)		
				L	5	Besaid Island (1, 2, 3, 4)
						Kilika Island (1, 2)
Mi'ihen Highroad (1, 2)						
Thunder Plains (1, 2, 3, 4)						
Bikanel Desert (1, 2)						
Calm Lands (1, 2, 3, 4)						
Mt. Gagazet (1)						
Zanarkand (1, 2)						
SP	1-5	Besaid Island (1, 2, 3, 4)				
		Kilika Island (1, 2)				
		Mi'ihen Highroad (1, 2)				
		Thunder Plains (1, 2, 3, 4)				
		Bikanel Desert (1, 2)				
		Calm Lands (1, 2, 3, 4)				
		Mt. Gagazet (1)				
		Zanarkand (1, 2)				

Characters  
Garment Grids  
Accessories & Items  
Game System  
Chapter Primer  
Walkthrough  
100% Checklist  
Mini-Games  
Frends



# Chapter 1

AREA	POSSIBLE CAPTURABLE MONSTERS			
	POD S	POD M	POD L	POD SP
Besaid Island	Sallet (Helms) Coyote (Lupines) Flan Azul (Flans) Sahagin (Sahagins/Dinofish)	Purpurea (Plants) Iron Giant (Ogres/Iron Giants) Coeurl (Chimeras/Coeurls)	Flame Dragon (-)	Lulu (Humanoids)
Kilika Island	Death Dauber (Wasps) Red Elemental (Elementals)	Protochimera (Chimeras/Coeurls)	Stalwart (-)	—
Luca	See separate table (p. 203)	—	—	—
Mi'ihen Highroad	Wild Wolf (Lupines) Divebeak (Birds) Flan Palido (Flans) Fly Eye (Evil Eyes) Chocobo (-)	Purpurea (Plants) Quadricorn (Ruminants) Iron Giant (Ogres/Iron Giants)	Shantak (-)	—
Mushroom Rock Road	Tonberry (-) Bully Cap (Fungi) Coyote (Lupines) Red Elemental (Elementals)	—	—	Yaibal (Humanoids)
Djose Temple	Agama (Reptiles) Sallet (Helms) Death Dauber (Wasps) Gold Elemental (Elementals)	—	—	—
Moonflow	Agama (Reptiles) Flan Azul (Flans)	Quadricorn (Ruminants) Takouba (Blades) Protochimera (Chimeras/Coeurls) Xiphactinus (Sahagins/Dinofish)	Shell Shocker (-)	—
Guadosalam	Recoil (Bandoleers) Flak Python (Bandoleers) Goon (Humanoids) She-Goon (Humanoids)	—	—	Ormi (Humanoids) Logos (Humanoids) Leblanc (Humanoids)
Thunder Plains	Gold Elemental (Elementals) Bicocette (Helms)	Lesser Drake (Drakes)	Ochu (-) Stalwart (-) Machina Panzer (-)	—
Macalania Woods	Haizhe (-) Red Elemental (Elementals) Gold Elemental (Elementals) Sallet (Helms)	Deep Haizhe (-) Amorphous Gel (-)	—	—
Bikanel Desert	Killer Hound (Lupines) Fly Eye (Evil Eyes)	Hrimthurs (Ogres/Iron Giants) Bolt Drake (Drakes)	Zu (-)	—
Bevelle	—	—	—	—
Calm Lands	Divebeak (Birds) Wild Wolf (Lupines) Ahriman (Evil Eyes) Chocobo (-)	Nashorn (Ruminants) Coeurl (Chimeras/Coeurls) Amorphous Gel (-)	Adamantoise (-)	—
Gagazet	Ahriman (Evil Eyes) Flan Palido (Flans) White Fang (Lupines) Bicocette (Helms) Yellow Elemental (Elementals)	Protochimera (Chimeras/Coeurls) Takouba (Blades) Bomb (Bombs)	Boris (-)	Kimahri (Humanoids)
Zanarkand Ruins	White Elemental (Elementals) Gecko (Reptiles) Anole (Reptiles)	Nashorn (Ruminants) YSLs-Zero (Defenders/Mechs)	Behemoth (-)	—

## Chapter 2

AREA	POSSIBLE CAPTURABLE MONSTERS			
	POD S	POD M	POD L	POD SP
Besaid Island	Sallet (Helms) Coyote (Lupines) Flan Azul (Flans) Sahagin (Sahagins/Dinofish)	Purpurea (Plants) Iron Giant (Ogres/Iron Giants) Coeuri (Chimeras/Coeurls)	Flame Dragon (-)	Lulu (Humanoids)
Kiliika Island	Death Dauber (Wasps) Red Elemental (Elementals)	Protochimera (Chimeras/Coeurls)	Stalwart (-)	—
Luca	See separate table (p. 203)	—	—	—
Mi'ihen Highroad	Peregrine (Birds) Flan Palido (Flans) Wild Wolf (Lupines) Fly Eye (Evil Eyes) Chocobo (-)	Purpurea (Plants) Quadricorn (Ruminants) Iron Giant (Ogres/Iron Giants)	Shantak (-) Chocobo Eater (-)	—
Mushroom Rock Road	Tonberry (-) Bully Cap (Fungi) Coyote (Lupines) Red Elemental (Elementals)	—	Drowsy Ochu (-)	Yaibal (Humanoids) Elma (Humanoids)
Djose Temple	Agama (Reptiles) Sallet (Helms) Death Dauber (Wasps) Gold Elemental (Elementals)	—	—	—
Moonflow	Agama (Reptiles) Flan Blanco (Flans)	Quadricorn (Ruminants) Takouba (Blades) Protochimera (Chimeras/Coeurls) Xiphactinus (Sahagins/Dinofish)	Shell Shocker (-)	—
Guadosalam	Recoil (-) Flak Python (-) Viper Sniper (Bandoleers) Battlesnake (Bandoleers) Goon (-) She-Goon (-) Mr. Goon (Humanoids) Ms. Goon (Humanoids)	—	—	Ormi (Humanoids) Logos (Humanoids) Leblanc (Humanoids)
Thunder Plains	Red Elemental (Elementals) Gold Elemental (Elementals) Bicocette (Helms) Armet (Helms)	Lesser Drake (Drakes) Bolt Drake (Drakes)	Ochu (-) Stalwart (-) Machina Panzer (-)	—
Macalania Woods	Haizhe (-) Red Elemental (Elementals) Gold Elemental (Elementals) Sallet (Helms)	Deep Haizhe (-) Amorphous Gel (-)	—	—
Bikanel Desert	Killer Hound (Lupines) Machina Hunter (Machinas)	Hrimthurs (Ogres/Iron Giants) Lesser Drake (Drakes) Bolt Drake (Drakes) Guard Machina (Machinas)	Zu (-)	—
Bevelle	Vertigo (Evil Eyes) Skink (Reptiles) Flan Amarillo (Flans) Flan Blanco (Flans)	Kukulcan (Basilisks) YAU-28 (Defenders/Mechs) YAC-13 (Defenders/Mechs) YSL-99 (Defenders/Mechs)	—	—
Calm Lands	Peregrine (Birds) Wild Wolf (Lupines) Flan Blanco (Flans) Death Dauber (-) Chocobo (-)	Nashorn (Ruminants) Coeuri (Chimeras/Coeurls) Amorphous Gel (-)	Adamantoise (-)	Vespa (Wasps)
Gagazet	Ahriman (Evil Eyes) Flan Palido (Flans) White Fang (Lupines) Bicocette (Helms) Yellow Elemental (Elementals)	Protochimera (Chimeras/Coeurls) Takouba (Blades) Bomb (Bombs)	Boris (-) Rukh (-)	Kimahri (Humanoids)
Zanarkand Ruins	White Elemental (Elementals) Gecko (Reptiles) Anole (Reptiles)	Nashorn (Ruminants) YSL-0 (Defenders/Mechs)	Behemoth (-) Guardian Beast (-)	—



## Chapter 3

AREA	POSSIBLE CAPTURABLE MONSTERS			
	POD S	POD M	POD L	POD SP
Besaid Island	Barbuta (Helms) Coyote (-) Flan Azul (Flans) Sahagin (Sahagins/Dinofish)	Flan Rojo (Flans) Cephalotus (Plants) Coerul (Chimeras/Coeruls)	Flame Dragon (-) Malboro (-)	Buddy (Humanoids) Lulu (Humanoids)
Kilika Island	Assassin Bee (Wasps) Red Elemental (Elementals)	Daeva (-) Aka Manah (-) Aeshma (-) Jahi (-) Queen Coerul (Chimeras/Coeruls) Haunt (Imps/Revenants)	Ironside (-)	Buddy (Humanoids)
Luca	See separate table (p. 203)	—	—	—
Mi'ihen Highroad	Barbuta (Helms) Mycotoxin (Fungi) Machina Ranger (Machinas) Peregrine (Birds) Chocobo (-)	Scout Machina (Machinas) Cephalotus (Plants)	Zu (-) Chocobo Eater (-)	—
Mushroom Rock Road	Tonberry (-) Bully Cap (Fungi) Lupus (Lupines) Archaeothyris (Reptiles)	Spine Drake (Drakes) Gucumatz (Basilisks)	Drowsy Ochu (-)	Yaibal (Humanoids) Elma (Humanoids)
Djose Temple	Agama (Reptiles) Skink (Reptiles) Archaeothyris (Reptiles) Assassin Bee (Wasps)	Greater Drake (Drakes) Haunt (Imps/Revenants) Tomb (-)	Rukh (-)	Buddy (Humanoids)
Moonflow	Flan Blanco (Flans) Barbuta (Helms) Archaeothyris (Reptiles) Varan (Imps/Revenants)	Balivarha (Ruminants) Protochimera (Chimeras/Coeruls)	Shell Shocker (-)	—
Guadosalam	Recoil (-) Flak Python (-) Viper Sniper (Bandoleers) Battlesnake (Bandoleers) Mr. Goon (-) Ms. Goon (-) Dr. Goon (Humanoids) Fem-Goon (Humanoids)	—	—	Ormi (Humanoids) Logos (Humanoids) Leblanc (Humanoids)
Thunder Plains	Blue Elemental (Elementals) Barbuta (Helms) Armet (Helms) Assassin Bee (Wasps) Anole (Reptiles)	Bolt Drake (Drakes) Gucumatz (Basilisks) Balivarha (Ruminants)	Malboro (-) Machina Panzer (-)	—
Macalania Woods	Blue Elemental (Elementals) Barbuta (Helms) Vertigo (Evil Eyes) Flan Blanco (Flans)	Deep Haizhe (-) Cephalopod (-) Rhyos (Chimeras/Coeruls) Dinictus (Sahagins/Dinofish) Amorphous Gel (-) Protean Gel (-)	—	—
Bikanel Desert	Canis Major (Lupines) Machina Hunter (Machinas) Aculeate (Wasps) Aquila (Birds)	Lesser Drake (Drakes) Guard Machina (Machinas) Gucumatz (Basilisks)	Pop Fry (-) Zu (-)	—
Bevelle	Skink (Reptiles) Flan Amarillo (Flans) Flan Blanco (Flans)	Detonator (Bombs) Barong (Blades) YAU-71 (Defenders/Mechs) YAC-62 (Defenders/Mechs)	—	Baralai (Humanoids)
Calm Lands	Peregrine (-) Wild Wolf (-) Flan Blanco (Flans) Death Dauber (-) Chocobo (-)	Leucophylla (Plants) Protean Gel (-) Amorphous Gel (-)	Adamantoise (-)	Vespa (Wasps) Zurvan (Imps/Revenants) Varan (Imps/Revenants)
Gagazet	Grim Gaze (Evil Eyes) Bascinet (Helms) Lupus (Lupines) Flan Amarillo (Flans) Vespa (Wasps)	Spine Drake (Drakes) Greater Drake (Drakes) Balivarha (Ruminants) Rhyos (Chimeras/Coeruls) Gigas (Ogres/Iron Giants)	Boris (-) Rukh (-)	Kimahri (Humanoids)
Zanarkand Ruins	Anole (Reptiles) Mycotoxin (Fungi)	Gucumatz (Basilisks) Nashorn (Ruminants) YSLs-Zero (Defenders/Mechs)	Flailing Ochu (-) Ironside (-) Guardian Beast (-)	—

## Chapter 4

AREA	POSSIBLE CAPTURABLE MONSTERS			
	POD S	POD M	POD L	POD SP
Besaid Island	Barbuta (Helms) Coyote (-) Flan Azul (Flans) Sahagin (Sahagins/Dinofish)	Flan Rojo (Flans) Cephalotus (Plants) Coerul (Chimeras/Coeruls)	Flame Dragon (-) Malboro (-)	Lulu (Humanoids)
Kilika Island	Assassin Bee (Wasps) Red Elemental (Elementals)	Daeva (-) Aka Manah (-) Aeshma (-) Jahi (-) Queen Coerul (Chimeras/Coeruls) Haunt (Imps/Revenants)	Ironside (-)	—
Luca	See separate table (p. 203)	—	—	—
Mi'ihen Highroad	Barbuta (Helms) Mycotoxin (Fungi) Machina Ranger (Machinas) Peregrine (Birds) Chocobo (-)	Scout Machina (Machinas) Cephalotus (Plants)	Zu (-) Chocobo Eater (-)	—
Mushroom Rock Road	Tonberry (-) Bully Cap (Fungi) Lupus (Lupines) Archaeothyris (Reptiles)	Spine Drake (Drakes) Gucumatz (Basilisks)	Drowsy Ochu (-)	Yaibal (Humanoids) Elma (Humanoids)
Djose Temple	Agama (Reptiles) Skink (Reptiles) Archaeothyris (Reptiles) Assassin Bee (Wasps)	Greater Drake (Drakes) Haunt (Imps/Revenants) Tomb (-)	Rukh (-)	—
Moonflow	Flan Blanco (Flans) Barbuta (Helms) Archaeothyris (Reptiles) Varan (Imps/Revenants)	Balivarha (Ruminants) Protochimera (Chimeras/Coeruls)	Shell Shocker (-)	—
Guadosalam	Recoil (-) Flak Python (-) Viper Sniper (Bandoleers) Battlesnake (Bandoleers) Mr. Goon (-) Ms. Goon (-) Dr. Goon (Humanoids) Fem-Goon (Humanoids)	—	—	Ormi (Humanoids) Logos (Humanoids) Leblanc (Humanoids)
Thunder Plains	Blue Elemental (Elementals) Barbuta (Helms) Armet (Helms) Assassin Bee (Wasps) Anole (Reptiles)	Bolt Drake (Drakes) Gucumatz (Basilisks) Balivarha (Ruminants)	Malboro (-) Machina Panzer (-)	—
Macalania Woods	Blue Elemental (Elementals) Barbuta (Helms) Vertigo (Evil Eyes) Flan Blanco (Flans)	Deep Haizhe (-) Cephalopod (-) Rhyos (Chimeras/Coeruls) Dinictus (Sahagins/Dinofish) Amorphous Gel (-) Protean Gel (-)	—	—
Bikanel Desert	Canis Major (Lupines) Machina Hunter (Machinas) Aculeate (Wasps) Aquila (Birds)	Lesser Drake (Drakes) Guard Machina (Machinas) Gucumatz (Basilisks)	Pop Fry (-) Zu (-)	—
Bevelle	Skink (Reptiles) Flan Amarillo (Flans) Flan Blanco (Flans)	Detonator (Bombs) Barong (Blades) YAU-71 (Defenders/Mechs) YAC-62 (Defenders/Mechs)	—	Baralai (Humanoids)
Calm Lands	Peregrine (-) Wild Wolf (-) Flan Blanco (Flans) Death Dauber (-) Chocobo (-)	Leucophylla (Plants) Protean Gel (-) Amorphous Gel (-)	Adamantoise (-)	Vespa (Wasps) Zurvan (Imps/Revenants) Varan (Imps/Revenants)
Gagazet	Grim Gaze (Evil Eyes) Bascinet (Helms) Lupus (Lupines) Flan Amarillo (Flans) Vespa (Wasps)	Spine Drake (Drakes) Greater Drake (Drakes) Balivarha (Ruminants) Rhyos (Chimeras/Coeruls) Gigas (Ogres/Iron Giants)	Boris (-) Rukh (-)	Garik Ronso (Humanoids) Buddy (Humanoids) Kimahri (Humanoids)
Zanarkand Ruins	Anole (Reptiles) Mycotoxin (Fungi)	Gucumatz (Basilisks) Nashorn (Ruminants) YSLs-Zero (Defenders/Mechs)	Flailing Ochu (-) Ironside (-) Guardian Beast (-)	—



## Chapter 5

Your capture results in Chapter 5 depend on what actions you've taken in certain areas. For most areas, it's just a matter of whether you've done something relatively straightforward (like finding a secret dungeon, or completing a mission). For Bevelle, potential capture pools are based on how far you've descended into Via Infinito.

AREA		POSSIBLE CAPTURABLE MONSTERS			
		POD S	POD M	POD L	POD SP
Besaid Island		Arast (Imps/Revenants) Tindalos (Lupines) Dark Elemental (Elementals)	Cephalotus (Plants) Volcano (Bombs)	Great Malboro (-) Adamantortoise (-)	Lulu (Humanoids)
Kilika Island		Assassin Bee (Wasps) Red Elemental (Elementals)	YAU-71 (Defenders/Mechs) Dolmen (-) Daeva (-) Aka Manah (-) Aeshma (-) Jahi (-)	Ironside (-)	Queen Coeurl (Chimeras/ Coeurls)
Luca		See separate table (p. 203)	—	—	—
Mi'ihen Highroad	Before finding King VERMIN!'s lair	Barbuta (Helms) Mycotoxin (Fungi) Peregrine (Birds) Chocobo (-)	Scout Machina (Machinas) Cephalotus (Plants)	Zu (-) Chocobo Eater (-)	Machina Ranger (Machinas)
	After finding lair	Creeper (-) Hug Bug (-) Hexapod (-)	King VERMIN! (-)	Zu (-) Chocobo Eater (-)	Barbuta (Helms) Mycotoxin (Fungi) Peregrine (Birds) Machina Ranger (Machinas) Scout Machina (Machinas) Cephalotus (Plants)
Mushroom Rock Road	If Awesome Sphere was given to Youth League	Tonberry (-) Bully Cap (Fungi) Lupus (Lupines) Archaeothyris (Reptiles)	Spine Drake (Drakes) Gucumatz (Basilisks)	Drowsy Ochu (-)	Yaibal (Humanoids) Elma (Humanoids) Lucil (Humanoids)
	If it wasn't	Tonberry (-) Bully Cap (Fungi) Lupus (Lupines) Archaeothyris (Reptiles)	Spine Drake (Drakes) Gucumatz (Basilisks)	Drowsy Ochu (-)	Nooj (Humanoids) Lucil (Humanoids)
Djose Temple	Before entering Farplane	Agama (Reptiles) Skink (Reptiles) Archaeothyris (Reptiles) Assassin Bee (Wasps)	Greater Drake (Drakes) Lich (Imps/Revenants) Dolmen (-) Tomb (-)	Rukh (-)	Gippal (Humanoids)
	After entering Farplane	Arast (Imps/Revenants) Tindalos (Lupines) Dark Elemental (Elementals)	Gug (Ogres/Iron Giants) Monolith (-) Tomb (-)	Claret Dragon (-)	Agama (Reptiles) Skink (Reptiles) Archaeothyris (Reptiles) Assassin Bee (Wasps) Greater Drake (Drakes) Gippal (Humanoids)
Moonflow		Flan Blanco (Flans) Barbuta (Helms) Archaeothyris (Reptiles) Varan (Imps/Revenants)	Balivarha (Ruminants) Protochimera (Chimeras/ Coeurls)	Shell Shocker (-)	—
Guadosalam		Recoil (-) Flak Python (-) Viper Sniper (Bandoleers) Battlesnake (Bandoleers) Mr. Goon (-) Ms. Goon (-) Dr. Goon (Humanoids) Fem-Goon (Humanoids)	—	—	Ormi (Humanoids) Logos (Humanoids) Leblanc (Humanoids)
Thunder Plains	Before clearing fiends	Blue Elemental (Elementals) Barbuta (Helms) Armet (Helms) Assassin Bee (Wasps) Anole (Reptiles)	Bolt Drake (Drakes) Gucumatz (Basilisks) Balivarha (Ruminants)	Malboro (-) Zalamander (-) Machina Panzer (-)	—
	After clearing fiends	Machina Soldier (Machinas) Machina Leader (Machinas)	Assault Machina (Machinas) Killer Machina (Machinas) Rhyos (Chimeras/Coeurls)	Machina Panzer (-) Machina Striker (-) Humbaba (-)	Barbuta (Helms) Armet (Helms) Anole (Reptiles) Assassin Bee (Wasps) Balivarha (Ruminants) Blue Elemental (Elementals) Bolt Drake (Drakes) Gucumatz (Basilisks)

AREA		POSSIBLE CAPTURABLE MONSTERS			
		POD S	POD M	POD L	POD SP
Macalania Woods		Blue Elemental (Elementals) Barbuta (Helms) Vertigo (Evil Eyes) Flan Blanco (Flans)	Deep Haizhe (-) Cephalopod (-) Dinictus (Sahagins/Dinofish) Amorphous Gel (-) Protean Gel (-)	—	Rhyos (Chimeras/Coeurils)
Bikanel Desert	Before starting local mission	Canis Major (Lupines) Machina Hunter (Machinas) Aculeate (Wasps) Aquila (Birds)	Lesser Drake (Drakes) Guard Machina (Machinas) Gucumatz (Basilisks)	Pop Fry (-) Zu (-)	—
	After starting local mission	Cactuar (-)	Big Bully Cap (Fungi)	Jumbo Cactuar (-) Elder Zurvan (Imps/ Revenants) Wasp Queen (Wasps) Sahagin Chief (Sahagins/ Dinofish) King Takouba (Blades) Heavy Sallet (Helms)	Canis Major (Lupines) Aquila (Birds) Lesser Drake (Drakes) Gucumatz (Basilisks) Machina Hunter (Machinas) Guard Machina (Machinas)
Bevelle	1. Before viewing scenes in upper Cloisters	Skink (Reptiles) Flan Amarillo (Flans) Flan Blanco (Flans)	Detonator (Bombs) Barong (Blades) YAU-71 (Defenders/Mechs) YAC-62 (Defenders/Mechs)	Azi Dahaka (-)	Baralai (Humanoids)
	2. After viewing scenes in upper Cloisters	Lacerta (-) Mushroom Cloud (-)	Elder Drake (-) Mega Tonberry (-) Insect Matriarch (-) Critical Bug (-)	Azi Dahaka (-)	Baralai (Humanoids) Skink (Reptiles) Flan Amarillo (Flans) Flan Blanco (Flans) Barong (Blades) Detonator (Bombs) YAU-71 (Defenders/Mechs) YAC-62 (Defenders/Mechs)
	3. Access Cloister 1	Lacerta (-) Mushroom Cloud (-)	Elder Drake (Drakes) Mega Tonberry (-) Insect Matriarch (-) Critical Bug (-)	Azi Dahaka (-)	Baralai (Humanoids) Skink (Reptiles) Flan Amarillo (Flans) Flan Blanco (Flans) Barong (Blades) Detonator (Bombs) YAU-71 (Defenders/Mechs) YAC-62 (Defenders/Mechs) Elder Drake (Drakes)
	4. Defeat Aranea in Cloister 20	Lacerta (-) Mushroom Cloud (-)	Elder Drake (Drakes) Mega Tonberry (-) Insect Matriarch (-) Critical Bug (-)	Azi Dahaka (-) Aranea (-)	Baralai (Humanoids) Skink (Reptiles) Flan Amarillo (Flans) Flan Blanco (Flans) Barong (Blades) Detonator (Bombs) YAU-71 (Defenders/Mechs) YAC-62 (Defenders/Mechs) Elder Drake (Drakes)
	5. Defeat Black Elemental in Cloister 40	Lacerta (-) Mushroom Cloud (-)	Elder Drake (-) Mega Tonberry (-) Insect Matriarch (-) Critical Bug (-) Black Elemental (Elementals)	Azi Dahaka (-) Aranea (-)	Baralai (Humanoids) Skink (Reptiles) Flan Amarillo (Flans) Flan Blanco (Flans) Barong (Blades) Detonator (Bombs) YAU-71 (Defenders/Mechs) YAC-62 (Defenders/Mechs) Elder Drake (Drakes)
	6. Defeat Concherer in Cloister 60	Lacerta (-) Mushroom Cloud (-)	Elder Drake (Drakes) Mega Tonberry (-) Insect Matriarch (-) Critical Bug (-) Black Elemental (Elementals)	Azi Dahaka (-) Aranea (-) Concherer (-)	Baralai (Humanoids) Skink (Reptiles) Flan Amarillo (Flans) Flan Blanco (Flans) Barong (Blades) Detonator (Bombs) YAU-71 (Defenders/Mechs) YAC-62 (Defenders/Mechs) Elder Drake (Drakes)

Characters

Garment Grids

Accessories & Items

Game System

Chapter Primer

1

2

Walkthrough

3

4

5

100% Checklist

Mini-Games

Fiends



## Chapter 5 (continued)

AREA		POSSIBLE CAPTURABLE MONSTERS			
		POD S	POD M	POD L	POD SP
Bevelle	7. Defeat Chac in Cloister 80	Lacerta (-) Mushroom Cloud (-)	Elder Drake (Drakes) Mega Tonberry (-) Insect Matriarch (-) Critical Bug (-) Black Elemental (Elementals)	Azi Dahaka (-) Aranea (-) Concherer (-) Chac (-)	Baralai (Humanoids) Skink (Reptiles) Flan Amarillo (Flans) Flan Blanco (Flans) Barong (Blades) Detonator (Bombs) YAU-71 (Defenders/Mechs) YAC-62 (Defenders/Mechs) Elder Drake (Drakes)
	8. Defeat Trema	Lacerta (-) Mushroom Cloud (-)	Elder Drake (Drakes) Mega Tonberry (-) Insect Matriarch (-) Critical Bug (-) Black Elemental (Elementals)	Azi Dahaka (-) Aranea (-) Concherer (-) Chac (-) Paragon (-)	Baralai (Humanoids) Skink (Reptiles) Flan Amarillo (Flans) Flan Blanco (Flans) Barong (Blades) Detonator (Bombs) YAU-71 (Defenders/Mechs) YAC-62 (Defenders/Mechs) Elder Drake (Drakes) Chac (Basilisks) Trema (Humanoids)
Calm Lands	Before discovering Clasko's maze	Zurvan (Imps/Revenants) Varan (Imps/Revenants) Flan Blanco (Flans) Vespa (Wasps) Chocobo (-)	Leucophylla (Plants) Protean Gel (-) Amorphous Gel (-)	Adamantoise (-)	—
	After discovering it	Sahagin Prince (Sahagins/ Dinofish)	Leucophylla (Plants) Protean Gel (-) Amorphous Gel (-)	Flan Azabache (Flans) Anything Eater (-)	Vespa (Wasps) Zurvan (Imps/Revenants) Varan (Imps/Revenants)
Gagazet		Grim Gaze (Evil Eyes) Bascinet (Helms) Lupus (Lupines) Flan Amarillo (Flans) Vespa (Wasps)	Spine Drake (Drakes) Greater Drake (Drakes) Balivarha (Ruminants) Rhyos (Chimeras/Coeurls) Gigas (Ogres/Iron Giants)	Boris (-) Rukh (-) Flailing Ochu (-)	Garik Ronso (Humanoids) Buddy (Humanoids) Kimahri (Humanoids)
Zanarkand Ruins		Anole (Reptiles) Mycotoxin (Fungi)	Gucumatz (Basilisks) Nashorn (Ruminants) YLS-Zero (Defenders/ Mechs)	Ironside (-) Guardian Beast (-)	—

## Shinra's Bestiary

Kid genius Shinra is able to gather detailed information, like that available from a Gun Mage's Scan ability, for any fiend you meet in combat. (This is a different Bestiary than the one which contains Fiend Tales.) He also wants you to find and defeat each enemy in its Oversoul state. Oversouled versions of enemies have greatly enhanced parameters and deadliness, so exercise caution. Once you've encountered a given monster, you can view that creature's Bestiary entry by speaking to Shinra on the Bridge. If you defeat the Oversouled version, their name will turn red. Once you gather information on every single creature, including all possible Oversouled versions, the party earns **The End Garment Grid!**

# Chapter System Primer

*FINAL FANTASY X-2* uses a different advancement system than its predecessor. This time out, Yuna and the ladies of the Gullwings have an airship and the ability to jump to any location in Spira with the greatest of ease. The walkthrough indicates when events occur and how to complete them, and it also illustrates how to experience game features that you might overlook on your own.

The game takes place in five “chapters.” When the game begins, you automatically start in Chapter 1. After completing several key missions, you progress to Chapter 2. You do not have to visit every location to complete a chapter, but if you only deal with what’s required, you miss out on lots of content.

## Missions and Visiting Locations

The first two missions in the game, “Luca” and “Mt. Gagazet—Floating Ruins,” are mandatory introductory scenarios that must be completed to advance in the game. After clearing these two missions, the airship Celsius becomes yours to command and the crew will fly wherever you want to visit. To fly to a certain location, speak to Buddy; he sits to the left of Brother on the Bridge. After Buddy makes one or two comments, the navigation maps appear. The towns and major locations of the world of Spira are listed on the map in the same order they were visited in the original *FINAL FANTASY X*. After choosing a location, the Celsius crew will drop



*If the navigation map does not appear when you speak to Buddy, it means you still have duties to attend to on the Celsius before you can leave.*

off the Gullwings at a Save Sphere in a relatively safe spot in the town or location of your choice. To return to the Celsius, examine a Save Sphere and choose the “Board airship” option. If you cannot board the Celsius from your current location, this option will not appear on the Save Sphere menu.

As much as possible, this walkthrough is organized according to the order of locations as listed on the Celsius’s navigation map. This organization is most beneficial because you can travel from location to location on foot, without needing to return to the airship (with the exception of Besaid Island, Kilika Island, and Bikanel Desert).

## Hotspots



*Take your time and visit other locations between trips to Hotspots!*

As you complete missions in the game, certain “Hotspots” appear on the navigation map. These are key locations where new story advancements take place. Visiting these locations and completing missions brings you closer to the end of chapters and, eventually, the conclusion of the game.

However, if you jump from Hotspot to Hotspot without visiting other areas in between, you miss out on beneficial events that occur in unmarked areas. Each Hotspot is more difficult than the last, due to the fiends and boss monsters in each location.

## Story Percentage

Each time you save your game at a Save Sphere or during events, you’ll notice a percentage marked “COMPLETED x%.” **The total amount of “COMPLETED x%” accumulated by the end of the game dictates whether or not you can see a bonus ending at Zanarkand Ruins.**

Throughout the walkthrough, specific situations are discussed and the effect on the game’s story percentage is explained. The percentage points gained for completing each mission are listed at the start of each location’s description in the walkthrough. For a complete analysis on how your actions and decisions affect your game percentage, please reference the 100% Completion Checklist section at the end of the walkthrough.

## Checklists


Each portion of the walkthrough begins with a few “checklists.” If there is no information in one of the checklists, it’s only because there are no fiends or items in that location.

The “Wandering Fiends” list warns you about the fiends that appear during random encounters in an area. Cross-reference these lists with the information in the Fiends chapter in this guide for a better understanding of the strengths and weaknesses of the enemies.

“Bosses” are tough foes encountered only once during a mission; they do not appear in random encounters. The walkthrough also includes statistics and notes to help you defeat these foes. Statistics presented in the walkthrough represent only the essentials. More extensive status information and details on each boss are also included in the Fiends chapter. Many Bosses are also encountered in the Fiend Arena in Shinra’s Creature Creator. Spend some time fighting in tournaments and you can run into some extremely nasty fiends well in advance of encountering them during the main quest.

### BOSS STATISTICS EXPLANATION

<b>Name</b>	The name of the boss. You may fight more than one boss simultaneously.
<b>HP</b>	Total Hit Points of the enemy. Damage inflicted to the enemy lowers HP. When HP reaches zero, the boss is defeated.
<b>MP</b>	Total Magic Points of the enemy. MP is used to cast spells or perform special attacks. When MP reaches zero, the enemy cannot cast any more spells.
<b>EXP</b>	Total Experience Points gained by each surviving character who assists in defeating the enemy.
<b>AP</b>	Ability Points earned by each surviving character who assists in defeating the enemy.
<b>Gil Dropped</b>	The amount of money gained when the enemy is defeated.
<b>Pilfer Gil</b>	The amount of money that might be obtained from an enemy by using the Pilfer Gil or equivalent abilities during combat. The amount pilfered ranges anywhere between 50% to 100% of the number listed.
<b>Steal</b>	Items that can be stolen from enemies using the Steal ability during combat. Quantities range anywhere from 50% to 100% of the number listed. Normal items have a 3/4 chance of being stolen; rare items have a 1/4 chance.
<b>Drop</b>	Items that may be left behind by defeated enemies when the battle ends. Normal items have a 7/8 chance of appearance; rare items have a 1/8 chance.

Each area’s “Item Checklist” reveals the items found in treasure chests, as well as key items given to the party during events. Items marked with an  icon are things not found in chests. Instead, they are gained through story events.

The contextual body text section depicts the series of actions to take to complete the objectives in an area. Refer to the contextual paragraphs in each section to fully understand events in the game.



# LUCA

COMPLETION: +1.6%

ENEMIES



GOON



SHE-GOON



????



LOGOS



ORMI



LEBLANC

## Defeat the Concert's Imposter

All of the enemies in this introductory mission can be defeated with just a few ordinary attacks. Choose the Attack option for Rikku and Paine in quick succession to score Chain attacks that cause more damage.

## Tail Leblanc to the Third Dock Outside

Once the action shifts to the Luca docks, follow the impostor around the circular promenade. Goons and She-Goons of the Leblanc Syndicate approach, and physical contact with any of them triggers battles.

For healing, find the person wearing the moogle suit, cringing in fear on the second dock. Stand near the costumed individual and press **X** to completely restore HP and MP to Paine and Rikku. By fighting multiple battles in the docks area, Rikku and Paine can learn new abilities.



*Touch the person in the moogle suit at least once to receive a small amount of story completion percentage, even if Rikku and Paine are not in need of healing.*

## Defeat Leblanc and Her Henchmen

Upon reaching the third dock, the boss fights with Ormi, Logos, and Leblanc occur in quick succession and the first mission ends. Refer to the boss strategies for details.

## ????



Yuna's impersonator can be defeated with normal Attack commands. Take out the two Goons first, then wait for both characters' battle gauges to fill completely and enter the Attack commands in rapid succession to ensure a chain attack on the impostor.

Use Rikku's Steal ability to pilfer items from each foe before annihilating them. Rikku can usually steal a Budget Grenade from a Goon. After successfully stealing a grenade, use it on your next turn to damage the entire enemy party in a single attack. Just one Budget Grenade nearly kills both Goons and causes heavy damage to "????". This strategy can be useful as you fight through the Luca docks area as well. Also, try stealing a Hi-Potion from "????" before finishing the battle, since these powerful restorative items aren't available for purchase yet.

HP: 82	MP: 9999	EXP: 3	AP: 1
GIL DROPPED: 100	Steal: Normal: Hi-Potion	Rare: Hi-Potion	
PILFER GIL: 300	Drop: Normal: Phoenix Down	Rare: Phoenix Down (x2)	



## LOGOS, ORMI



Steal from Logos and Ormi for a chance to gain valuable accessories. Then focus your attacks on Logos and take him out of the

battle first. Logos's gun attacks are quick and cause significant damage, whereas Ormi's shield attacks take longer to prepare but inflict even more damage. Logos occasionally uses a Potion on himself or Ormi, so eliminate the Syndicate gunner first. Once the boisterous Ormi is alone, use chain attacks to take him down quickly.

<b>LOGOS</b>	HP: 86	MP: 18	EXP: 3	AP: 1
GIL DROPPED: 60	Steal: Normal: Silver Glasses	Rare: Silver Glasses		
PILFER GIL: 200	Drop: Normal: Potion	Rare: Phoenix Down		

<b>ORMI</b>	HP: 86	MP: 18	EXP: 3	AP: 1
GIL DROPPED: 60	Steal: Normal: Iron Bangle	Rare: Iron Bangle		
PILFER GIL: 200	Drop: Normal: Potion	Rare: Phoenix Down		



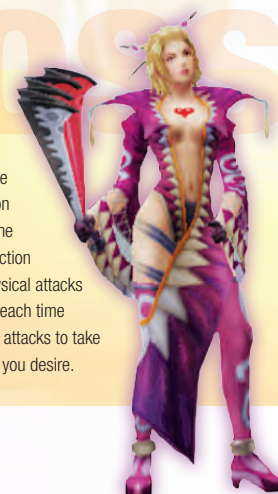
## LEBLANC



This battle mainly serves as a tutorial on changing dresspheres during battle. Press **L1** and change Yuna to the Songstress dressphere to proceed. Thereafter, cast Darkness Dance on Leblanc to blind her. An enemy afflicted with the Darkness status ailment suffers a severe reduction in accuracy. As a result, most of Leblanc's physical attacks will miss. Recast Darkness Dance on Leblanc each time

Yuna gets a turn to maintain the advantage during the battle. Steal from Leblanc and perform chain attacks to take her down. Rikku and Paine also have the ability to change to other dresspheres during this battle, if you desire.

HP: 130	MP: 101	EXP: 8	AP: 2
GIL DROPPED: 180	Steal: Normal: Silver Bracer	Rare: Silver Bracer	
PILFER GIL: 500	Drop: Normal: Hi-Potion	Rare: Phoenix Down	



# AIRSHIP CELSIUS

COMPLETION: +1.8%

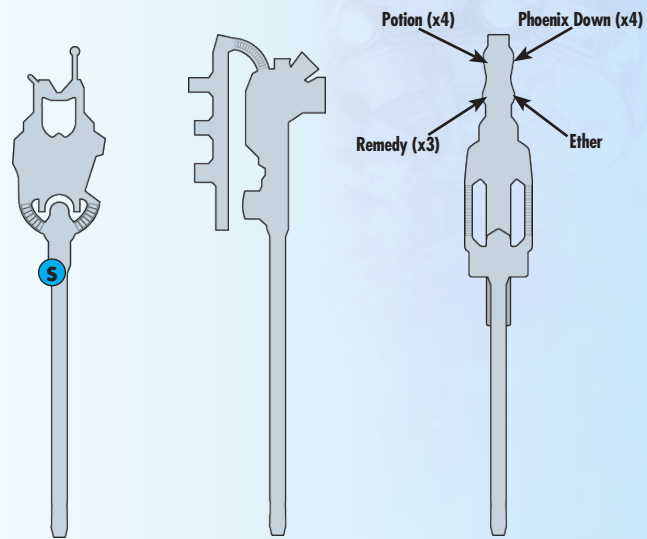
## ITEM CHECKLIST

\*AI Bhed Primer (S)  
 \*AI Bhed Primer (S)  
 \*AI Bhed Primer (S)  
 \*AI Bhed Primer (S)  
 Phoenix Down (x4)  
 Ether  
 Remedy (x3)  
 Potion (x4)  
 Vanguard Garment Grid (S)  
 Festivalist Dressphere (S)

\*Only if you haven't mastered AI Bhed.

## CREATURE CREATOR ITEM CHECKLIST:

Trap Pod S, M, & L (S)  
 Brother (S)  
 Psychic Dressphere (One Standard Cup win)  
 Intrepid Garment Grid (Three Standard Cup wins)



## Speak to Paine, Rikku, Brother, Buddy, and Shinra on the Bridge

Following the initial scenes, direct Yuna around the Bridge area and speak to Paine and Rikku for backstory. Speaking to Brother nets you three **AI Bhed Primers**, which enable you to decipher letters in the subtitles that appear whenever someone is speaking the AI Bhed language. Brother also hands over the **Festivalist Dressphere**. Speak to Buddy to obtain an **AI Bhed Primer**, and talk to Shinra to learn what he knows. Navigate Shinra's menus to view information on the combat system, the menus, and a variety of other topics. If you want to know why Yuna has embarked upon this quest and whom she is speaking to in her private thoughts, select the "Treasure Spheres" option to view the sphere titled "Journey's Start." Complete Shinra's Garment Grid tutorial to receive the **Vanguard Garment Grid**.



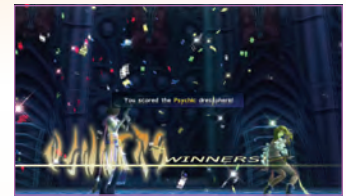
Speak to Shinra to access the Creature Creator, learn about the game system, view the images stored on treasure spheres, read bios on main characters, and view analysis data of fiends.

## THE GULLSTORE

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	3000
Silver Glasses	3000
Star Pendant	4000

## SHINRA'S CREATURE CREATOR

This new Shinra invention allows the taming of almost any fiend in Spira. Watch Shinra's Creature Creator tutorial to get some trap pods to get you started, one in each size: **Trap Pod S**, **Trap Pod M**, and **Trap Pod L**. You'll also gain **Brother** as a party member! (Other allies you'll remember from *FINAL FANTASY X* can also be ushered into the party via the Creature Creator, but the best additions—including fighters like Auron and Lulu—must wait until New Game Plus, after you've finished the game at least once.)



Fiends from different territories are captured with trap pods, a Shinra invention. Specimens you deem worthy can be taken into your party and deployed as party members themselves, whether for use in story missions, or in Shinra's Fiend Arena. Take a member of each monster family into your party, level them up at least five times, then release them back into the wild to view each monster's "fiend tale," which is their Creature Creator Bestiary entry. (This is different than Shinra's Bestiary, which can display a fiend's basic info once you've fought that fiend.)

See the Creature Creator section of our Game System chapter for more in-depth information on recruiting and training fiends, and on Shinra's Fiend Arena tournaments.

You can use the Fiend Arena to level up party members, learn abilities, and gain items and gil, all without leaving the comfort and safety of the Celsius. The Standard Cup tournament is available from the beginning. Although the Creature Creator is intended for fiends, that doesn't stop you from entering with Yuna, Rikku, and Paine. Beat the Standard Cup once to unlock the **Psychic Dressphere**. Even if you don't plan to use the Creature Creator much, or at all, it's still worth beating the first tournament at least once for this great, new dressphere. Beat the Standard Cup three times total to earn the **Intrepid Garment Grid**. (Three Standard Cup wins also opens access to the Standard Cup: Hard tournament.)

## Raid the Supplies

Exit the control room area and use the Save Sphere in the corridor if you desire. Proceed down the corridor onto the elevator and use the control panel to ride down to the Engine Room. There are four chests in the engine room that are restocked at the start of each new chapter. In Chapter 1, these chests contain the following: **Phoenix Down** (x4), **Ether**, **Remedy** (x3), and **Potion** (x4). Remember to return during each new chapter to find all four chests restocked.

## A Little Shopping Before Naptime

Ride the elevator to the Cabin area and speak to Barkeep, the Hypello behind the bar. Barkeep sells basic items for use in combat, as well as a few decent accessories. For the time being, purchase some items that remove status ailments like Antidotes, Eye Drops, Echo Screens, and Softs. Save the rest of your gil for bigger purchases. When you're finished shopping, speak to Barkeep again and select the "Rest" option. Then head back toward the elevator to hear an announcement from the Bridge.

## REQUIRED REST

Remember to rest at least once in the Cabin area during every chapter. You witness certain events on the Celsius in Chapter 5 only if you have done this.







Climb this ledge to initiate the boss fight.

## Press the Elevator Button

When the girls reach a dead end, press the button on the wall to start the elevator. Once you're at the bottom of the shaft, hop down the ledges until you reach the base of the waterfall. Move left in front of the waterfall and hop up the mountain ledge to find a chest containing an **Elixir**. Then hop back across the platforms until you reach the ruins of a suspended road.

## LEBLANC, LOGOS, ORMI



A Thief will have a grand old time during this battle, considering all the accessories that are up for grabs from this trio. If your Thief has learned the Pilfer Gil ability, you can also gain lots of gil. Note that all enemies have more gil to steal during a battle than they will drop afterwards. Also, have a Songstress keep the enemy trio blinded with Darkness Dance while a Warrior or Gunner attacks. Concentrate your efforts to rob and eliminate Leblanc first, since her attacks damage the entire party. Once she's gone, take out Logos and Ormi.

<b>LEBLANC</b>	HP: 120	MP: 320	EXP: 20	AP: 2
GIL DROPPED: 250	Steal: Normal: Tiara	Rare: Tiara		
PILFER GIL: 700	Drop: Normal: Hi-Potion	Rare: Hi-Potion (x2)		
<b>LOGOS</b>	HP: 100	MP: 25	EXP: 310	AP: 1
GIL DROPPED: 80	Steal: Normal: White Cape	Rare: White Cape		
PILFER GIL: 280	Drop: Normal: Potion	Rare: Phoenix Down		
<b>ORMI</b>	HP: 130	MP: 10	EXP: 10	AP: 1
GIL DROPPED: 80	Steal: Normal: Gauntlets	Rare: Gauntlets		
PILFER GIL: 280	Drop: Normal: Potion	Rare: Phoenix Down		



## Race to the Peak

The on-screen timer indicates the time remaining before the Leblanc Syndicate reaches the treasure sphere at the top of the Floating Ruins. If you reach the top before the Syndicate, you get an opportunity to claim a great accessory. The timer stops during each random and event battle. It's possible to grab all the items in the ruins and reach the top before the Leblanc Syndicate, but only if you hurry! Ignore the tilted columns, which only lead to a dead end. Instead, hold to climb over platforms to reach the door.



Fight Logos's goon squad, then enter the temple.

### SNATCH BEFORE YOU CHOP

You may encounter Divebeaks during some of the random encounters in the Floating Ruins. Although these bird-like monsters are easily dispatched with a single attack, a Thief can steal **Ethers** from them. Ethers are a difficult item to come by, so attempt to steal one before finishing off these creatures.

## Temple Interior

Just inside the entrance to the ruins, move left or right and climb a ledge to find a mysterious switch on either side of the room. Pressing both switches lowers a column in a connecting corridor. However, this task is entirely optional.

Head north from the entry point and drop into the first pit to find a chest containing a **White Ring**. Climb out, then jump across the platforms, heading north. At the intersection, proceed down the corridor to the right.



The two switches lower a column in another hallway, but activating them is not necessary.



Climb out the way you entered, then leap across the platform tops.

If you pressed the mysterious switches in the first room of the ruins, this is where the column fell. As you can see, you can cross this room just as easily by dropping into the pit and climbing out. This curving hallway emerges onto a ledge with a chest that has a **Red Ring** inside. Run back to the intersection, but this time take the other branch to another ruined highway.

## Reaching the Top



Jump across this gap to reach the top.

Follow the road around the ruins until you're almost at the end. After Ormi orders some Recoils and She-Goons to attack, hop up a series of rocks floating just off the toppled pillar's right side. Follow the curvy ribbon of ledge around the spire to a chest at the end, which contains a **Star Pendant**. Then return to the slanted pillar, hop across the gap, and quickly go after Leblanc before time runs out. If you beat Leblanc's party to the Save Sphere, you'll see them hanging from a ledge below a chest. Open the chest to obtain a **Muscle Belt**.

If you fail to reach the top chest before time expires, the chest will be empty. Either way, continue to climb the cliff ledges and continue up the stairs.



# BORIS

# BOSS



For the most part, Boris the spider presents a fairly straightforward brawl. Switch dresspheres (if necessary) so at least two characters can attack, while the third slips into the Songstress dressphere and casts Darkness Dance on the fiend every other round. A single attack by this powerful creature can cause about 50 HP damage, so immediately use a Potion when a character drops below 70 HP. If Boris gets to use its Sticky End attack, check to see if anyone's battle gauge turns gray and stops. This indicates that the character has been afflicted with Stop status, and the only way to cure it at this point is to use a Remedy or wait for the ailment to go away. Otherwise, attack and blind Boris to win the battle.



HP: 480	MP: 0	EXP: 26	AP: 1
GIL DROPPED: 300	Steal: Normal: Remedy Rare: Remedy (x2)		
PILFER GIL: 700	Drop: Normal: Star Pendant Rare: Star Pendant		

## Hotspot Alert!

Back on the bridge of the Celsius, speak to Brother and choose the option "Comfort him." Then speak to Shinra to view the contents of the sphere that was taken from the Floating Ruins. Although the images recorded on the device don't reveal much, the sphere turns out to be the **Black Mage Dressphere**. Equip a character with this dressphere for the rest of Chapter 1—you'll be glad you did.

This guide directs you to other places of interest (and story completion percentage) before turning to the last couple of missions required in the chapter.

### HOTSPOTS ARE A FAST TRACK!

After you score the Black Mage Dressphere, Buddy reports new Hotspots for sphere activity at Besaid Island and Zanarkand Ruins. Vital missions are available in both locations. Hotspots do not disappear for any reason, and can be comfortably saved for later if you want to explore other locations first. Once you visit Zanarkand, after exploring Besaid Island, you'll be on a collision course with the end of Chapter 1, and by then the chance to do lots of stuff unique to Chapter 1 will be lost. This walkthrough is organized to help you visit every location in Spira before completing each chapter, so you maximize story completion percentage while getting the most from the game.

On the other hand, if you'd like to rush through (perhaps to get to New Game Plus more quickly, or just to enjoy the main story), simply visit Hotspots only. This results in a much more difficult game since you miss out on many opportunities to gain levels, abilities, and all sorts of useful items!

# BESAID ISLAND

COMPLETION: +2.2%

ENEMIES



CHOCOBO



COEURL



COYOTE



FLAN AZUL



IRON GIANT



PURPUREA



SAHAGIN



SALLET



FLAME DRAGON

### ITEM CHECKLIST

Chocobo Wing (x2)  
Hi-Potion

1000 gil  
Potion (x2)

White Mage Dressphere  
Besaid Sphere

Protection Halo Garment Grid  
Ether

## Homecoming

Enter the village of Besaid to reunite with Wakka, then go into Lulu's home to catch up on current events. Lulu invites the party to get some much-needed rest. Rest for the night at Wakka and Lulu's place, then exit the hut and speak to Lulu.

Accept the "Where's Wakka?" mission, and speak to people around the village to get clues on the whereabouts of a mysterious cave. To get inside, you must locate four numbers hidden in various locations around the island and input them in the correct order into the security panel on the door barring the cave entrance. Collectively, the people of the village tell you everything you need to know to complete this mission. After gathering clues about the ciphers from all the locals, leave the village and follow the path beyond the Save Sphere to the beach area. Here are the most important clues:

**The woman standing near the town exit has the best clue regarding the cave's location.**

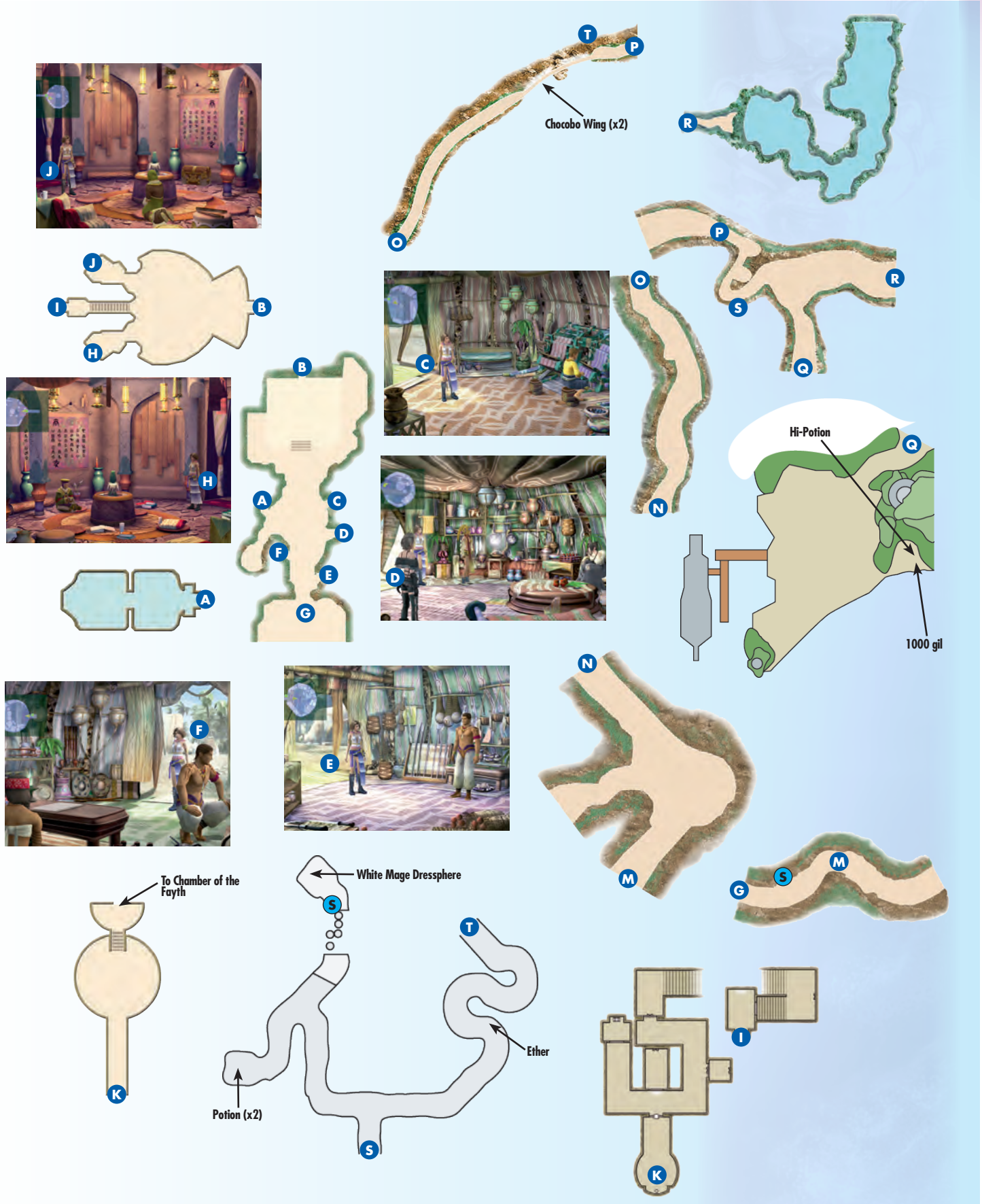
**Jassu, behind the counter at the lodge, knows where cipher number one is located.**

**Datto, resting at the back of the lodge, indicates where to find cipher number four.**

**Speak to the man in shorts wandering around town to learn about the "Four Ciphers."**

**Talk with the young woman walking her dog to learn the locations of ciphers two and three of the four-number code.**







## The Four Ciphers

Head up the hill from the village to the second outdoor area. Check the on-screen map to find a purple beacon near the shrine at the cliff's edge. Examine the shrine to view a number. The number is randomly generated, so make a note of it. This number is the first of the four ciphers. Continue downhill into the ruins area. Climb the first broken column on the left and search for the last number of the four-digit combination.



This is the first cipher of the four-digit code.



The cipher found atop this column is the last in the series.

Keep moving uphill after Brother contacts the group. As you approach the bridge in the waterfall area, move to the left of the bridge to drop to the rocky area at the bottom of the falls. A treasure chest on the rocks contains a **Chocobo Wing** (x2). Exit the area by climbing out the way you dropped down.

Cross the bridge and continue into the overgrown area. Among the thick overgrowth, move to the screen's left side to find some steps and a door with a number key lock. You don't have all of the numbers for the code yet, so continue down the slope and head toward the beach area.



This is the door you seek to open. Just two more ciphers to go...

### BESAI D ISLAND SHOP

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Watery Gleam	3000
Blue Ring	3000

At the beach, go back a few steps to the left to see a kid on a rock ledge above. Press **○** to hop up there, then continue climbing to the ruins. Check the flashing beacon to find another cipher, move left across the ledge, and jump over the gap to a grassy rise. Drop from the rise into a secret sandy cove, where two chests contain a **Hi-Potion** and **1000 gil**. Climb onto the cargo boxes stacked near the cliff face to leave this area. Proceed across the beach, following the shoreline until you reach the grassy rocks at the far end. Climb those rocks and check the beacon to find the last number.

Return to the cave entrance. Once you have all of the ciphers, they are displayed at the top of the screen in the correct order. Input the number combination into the panel beside the door and proceed into the cave. (If you didn't take the time to get clues about cipher order from the villagers, input the ciphers in the order described in our screenshot captions.)



The third cipher in the series is hidden among these ruins.



The second and last remaining cipher is among these rocks at the far end of the beach.

## Secret of the Cave

After speaking to Wakka in the cave, continue to the dead end on the right to locate another panel for cipher input. Sorry, but the correct ciphers won't be revealed until later in the game. Follow the cave to the first intersection, where Brother checks on Yuna yet again. Take the left branch to a chest containing a **Potion** (x2). Then return to the intersection and head the other way, jumping and climbing across some narrow rock platforms. Use the Save Sphere on the other side, then proceed into the chamber at the end and examine the sphere on the pedestal.

## FLAME DRAGON



The Flame Dragon is strong versus fire and weak versus cold. Use the Warrior's Ice Brand attack and the Black Mage's Blizzard spell to quickly break down this fiend. Meanwhile, a Songstress can successfully cast Darkness Dance, although the Flame Dragon can inflict damage even while blinded. Whether she is a Songstress or something else, keep the third character ready to administer Potions.

Be prepared to recoup each time the Flame Dragon breathes fire, which causes 100-175 points of damage to each character. After being forced to bathe in the flames, use a full combat round to heal the entire party.

HP: 980	MP: 84	EXP: 60	AP: 1
GIL DROPPED: 300	Steal: Normal: Hi-Potion	Rare: Hi-Potion (x2)	
PILFER GIL: 800	Drop: Normal: Red Ring	Rare: Red Ring	

In the immediate aftermath of defeating the Flame Dragon, you earn the **White Mage Dressphere!** Adjust Garment Grids as necessary, then exit the area to complete the mission, for which you earn the **Besaid Sphere** and the **Protection Halo Garment Grid**.

## The Second Ciphers

The shop is in the first tent to the left as you enter the village of Besaid. The shopkeeper sells rare items for large amounts of gil that you probably can't afford just yet. During Chapter 1, she offers a **Besaid Key** for 900,000 gil. This is the key that unlocks the treasure chest inside the north chamber of Besaid Temple. If, by some very hard work, you've accumulated this much already, you can purchase the key and use it to unlock the chest to receive the **Search Sphere**. Then speak to the man in the south chamber of Besaid Temple to determine how to use it.

If you intend to purchase the key, but don't have the gil required, don't speak to the clerk until you're ready! Each time you visit the shop and inquire about the key, there's a 25% chance that the key will have been sold to a traveler. The chance for the clerk to sell the key to the traveler increases to 50% if you've spoken to the priest sitting cross-legged in the south chamber of the temple of the fayth. Paying a high price for the Besaid Key now enables you to ransack this chest in Chapters 1 and 2, instead of having to wait until Chapter 3.

The Search Sphere enables you to find four more ciphers for the door inside the cave where Wakka was found. Along the path, you'll find a chest containing an **Ether**. This path eventually leads to a ledge high above the waterfall area, where you find an extra Garment Grid. For more details, refer to the section on Besaid Island in Chapter 3.

If you don't want to pay such a high price so early in the game, return to the shop and speak to the clerk again in Chapter 3. At this later point, the clerk is desperate to sell the key for a much lower price.



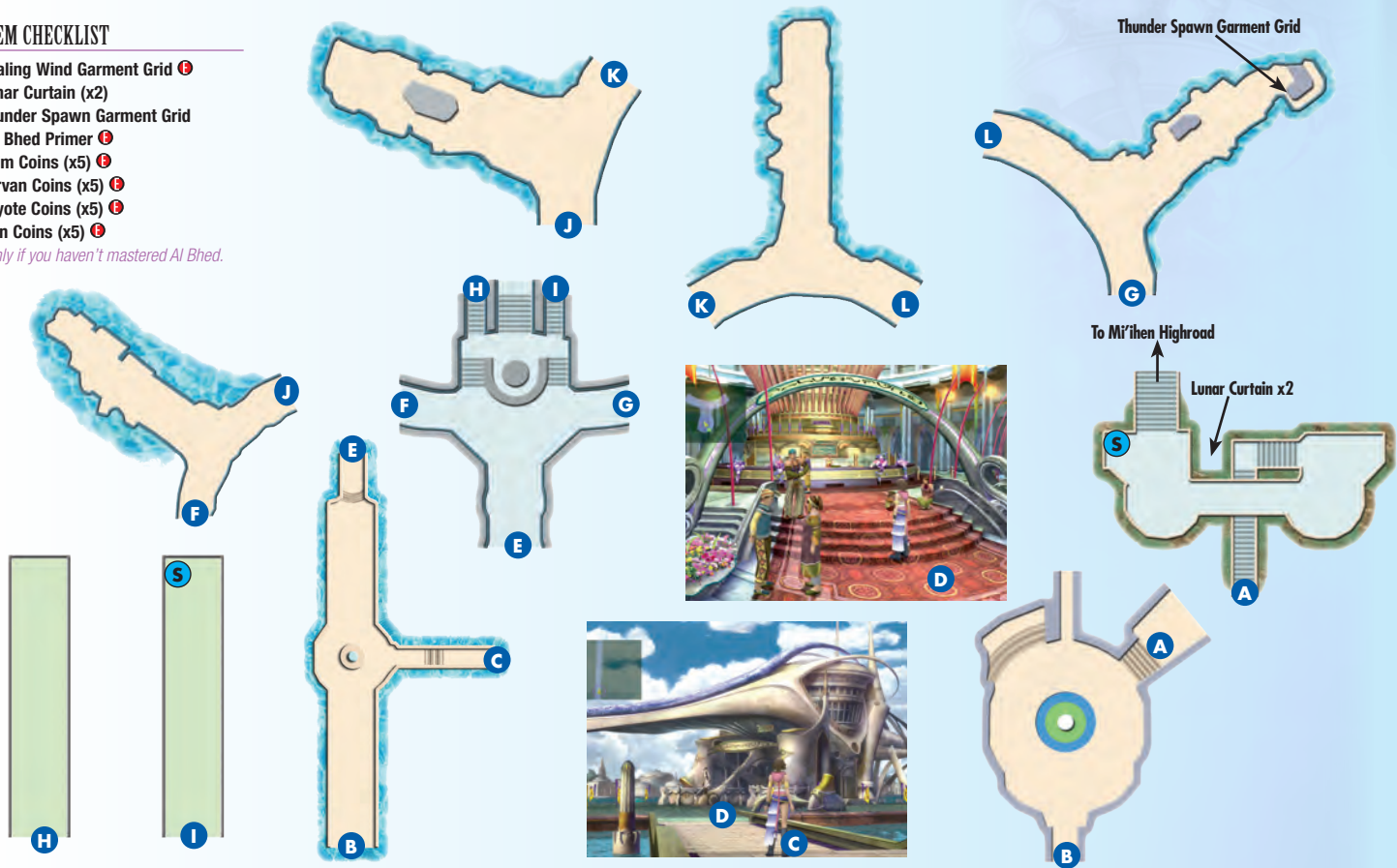
# LUCA

COMPLETION: +1.6%

## ITEM CHECKLIST

- Healing Wind Garment Grid
- Lunar Curtain (x2)
- Thunder Spawn Garment Grid
- \*AI Bhed Primer
- Helm Coins (x5)
- Zurvan Coins (x5)
- Coyote Coins (x5)
- Flan Coins (x5)

*\*Only if you haven't mastered AI Bhed.*



## Promoting the Imposter

Return to Luca for a little fanfare following the concert. Dressed as a moogle, Yuna must hand out 10 balloons in the plaza area. The child running in a circle and a man dressed in green do not accept balloons, but everyone else does. Give a balloon to the man standing near the door at the back of the red carpet area. There are also two people hidden behind a window near the café. Examine the window to open it. Give each person behind the shield a balloon. Yuna then receives the **Healing Wind Garment Grid**. This useful garment grid enables the user to cast Cure, as well as Cura and Curaga by changing dresspheres to enable garment grid gates during combat.



Give balloons to these two guys, and everyone else in the square who will take one.

## Return to Luca From the Celsius

After completing the first mission in Luca and returning to the Celsius, return to Luca. Descend the stairs, and this time, note the chest on a small islet just over the curb. Climb onto the curb and jump over the tree to the chest that contains a **Lunar Curtain** (x2). This chest reappears during different chapters, so check it out each time. Also travel along Luca's docks and check behind crates for the **Thunder Spawn Garment Grid**.

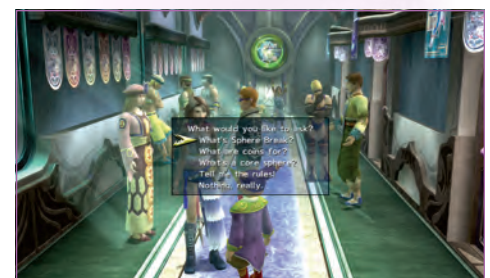
## Introducing Sphere Break

Travel to the stadium and descend the stairs behind the information booth and to the stadium entrance's right. Those who played *FINAL FANTASY X* will instantly recognize Rin of the AI Bhed Travel Agency. Speak to him to be introduced to Sphere Break, a mini-game that people can't stop playing in Luca.

To learn how to play Sphere Break, exit the corridor and head to the other locker room corridor to the stadium entrance's left. Speak to the little person in blue standing at the front of the crowd and ask questions to learn about Sphere Break. The important question to ask is "Tell me the rules!" for which you receive 5 **Helm Coins**, 5 **Zurvan Coins**, 5 **Coyote Coins**, and 5 **Flan Coins**. You then learn how to play Sphere Break from start to finish. After reading all the tutorials, speak to the little blue person again to practice Sphere Break. Learn as much about Sphere Break as possible because there's a tournament in Luca during Chapter 3!



Rin also encourages your language studies by handing over **AI Bhed Primer XXII**.



This little person knows all the rules. Read the tutorials because your skills and knowledge of the game will be tested in Chapter 3's tournament.

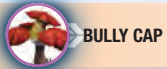
Characters  
Garment Grids  
Accessories & Items  
Game System  
Chapter Primer  
1  
2  
3  
4  
5  
100% Checklist  
Mini-Games  
Events



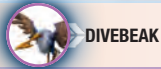
# MI'IHEN HIGH ROAD

COMPLETION: +0.2%

ENEMIES



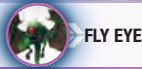
BULLY CAP



DIVEBEAK



FLAN PALIDO



FLY EYE



IRON GIANT



PURPUREA



QUADRICORN



SHANTAK



WILD WOLF

## ITEM CHECKLIST

- Phoenix Down (x2)
- 500 gil
- Circlet
- Antidote (x2)
- Holy Water (x2)
- Potion (x2)
- Iron Bangle
- Eye Drops (x2)
- Potion
- Phoenix Down (x2)
- Budget Grenade (x2)
- Mana Spring
- Echo Screen (x2)
- Soft (x2)

## Action Checklist

Enter the Mi'ihen Highroad to gain a few story completion points. Speak to the people near the entrance if you desire. The guy by the stairs explains the benefits of riding a hover versus using a chocobo like in the old days. Speak to the person closer to the Save Sphere if you want to ride a hover to another destination; it costs only 30 gil. However, traveling up the Mi'ihen Highroad on foot is a great way to level up, learn abilities, and gain some items from chests.



## HIGHROAD TRAVEL AGENCY SHOP

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Iron Bangle	500
Silver Bracer	500
Gauntlets	2500
Tiara	2500



# MUSHROOM ROCK ROAD

COMPLETION: +4.6%

ENEMIES



BULLY CAP



COYOTE



RED ELEMENTAL



TONBERRY

## ITEM CHECKLIST

1000 gil  
Turbo Ether

Phoenix Down  
Hi-Potion

Crimson Sphere 9  
Glass Buckle

Heart of Flame Garment Grid  
Favorite Outfit

Restless Sleep Garment Grid

## Youth League Greetings

Entering from the Mi'ihen Highroad, the girls spot Leblanc's cronies traveling ahead. Continue until Yaibal addresses Lady Yuna. Agree to destroy the fiends on the road, then speak to Clasko, a recognizable character from *FINAL FANTASY X*. Continue up the road to collect **1000 gil** from the treasure chest near the statue of Lord Mi'ihen. Then return to the Youth League greeting party and head past them into the next area.



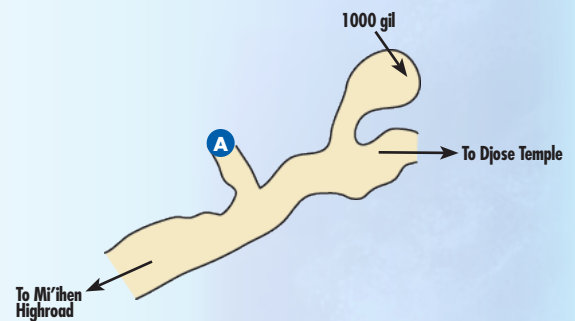
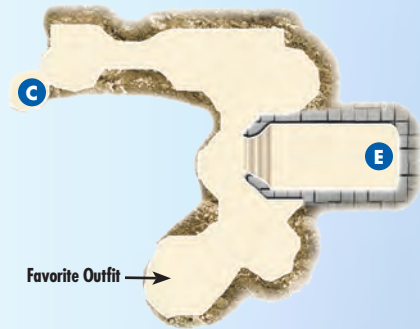
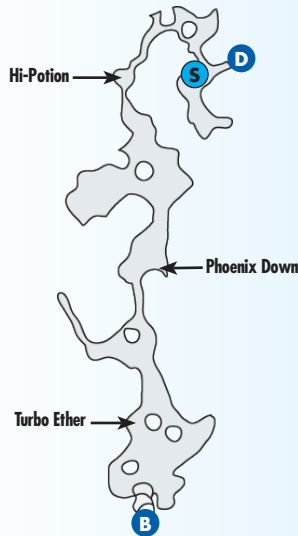
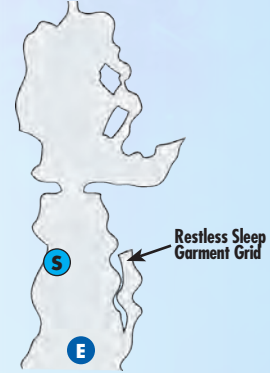
## Foggy Fiend Frenzy

Follow Logos and Ormi into the ravine, and fight through the lower areas, collecting the items from the chests along the way. Upon reaching a Save Sphere, enter a cave to confront the bandits. When they flee, Logos and Ormi leave behind **Crimson Sphere 9** in their haste. Examine the strange door to see something weird and mysterious, then head toward the exit to speak with Maroda. Leave the cave and run back to the point where you dropped into the lower area.



### TONBERRY TERROR

If you encounter a Tonberry, run away! These deceptively small creatures have 9999 HP and inflict tremendous damage to low-level characters. Only by casting your most powerful spells repeatedly can you defeat a Tonberry. Offering little EXP and AP, the only advantage to fighting one is that they are added to Shinra's bestiary. Otherwise, you might steal **Ethers** and pilfer large amounts of gil from them. However, the chance to steal is very small. Unless you like taking extreme risks, command your party to escape after successfully robbing the monster.





## Meeting with the Youth League

Continue across the upper part of Mushroom Rock to the north lift and ride it up to the elevator level. After speaking with Elma, the mission is complete. The party receives a **Glass Buckle** and the **Heart of Flame Garment Grid**. After the scene, move below the guards and open the treasure chest on the lower ledge to obtain **Favorite Outfit**. Get on the elevator and press near the back to ride to the level above.

At the top, check a ledge just outside Youth League Headquarters for a hidden chest containing the **Restless Sleep Garment Grid**. Continue to the entrance of the Youth League Headquarters and speak to Lucil twice to view two different scenes. Then find Maechen off to the right. Ask him to tell you a story with the "By all means" option. Use the "Please go on" option if he needs urging to proceed, but otherwise don't interrupt. The man's tale helps you understand past events that will come into play throughout the game. Listen to his entire story, and agree to shake his hand at the end for extra story completion percentage. Listening politely also unlocks a system Trophy. If you don't care about completion percentage or Trophies, use the "Enough, enough!" option to end the man's storytelling.

## Ending Clasko's Misery

When you're finished, run through Mushroom Rock back to where Yaibal greeted the party. Continue down toward the Save Sphere and speak to Clasko, who is shaking his head in agony near the edge of the cliff. Allow him to ride onboard the airship by choosing the option, "The more the merrier!" Use the Save Sphere to return to the Celsius, speak to Shinra, and watch Crimson Report 1, which was on the sphere you found in the ravine. Then go down to the Cabin floor and check on Clasko, who's standing on the upper level by the window.



Poor Clasko... Will he ever find his true calling? Perhaps you can help and benefit in the process.

# DJOSE TEMPLE

COMPLETION: +1.0%



### ITEM CHECKLIST

- Phoenix Down
- Echo Screen
- Potion (x2)
- \*AI Bhed Primer
- Letter of Introduction

\*Only if you haven't mastered AI Bhed.

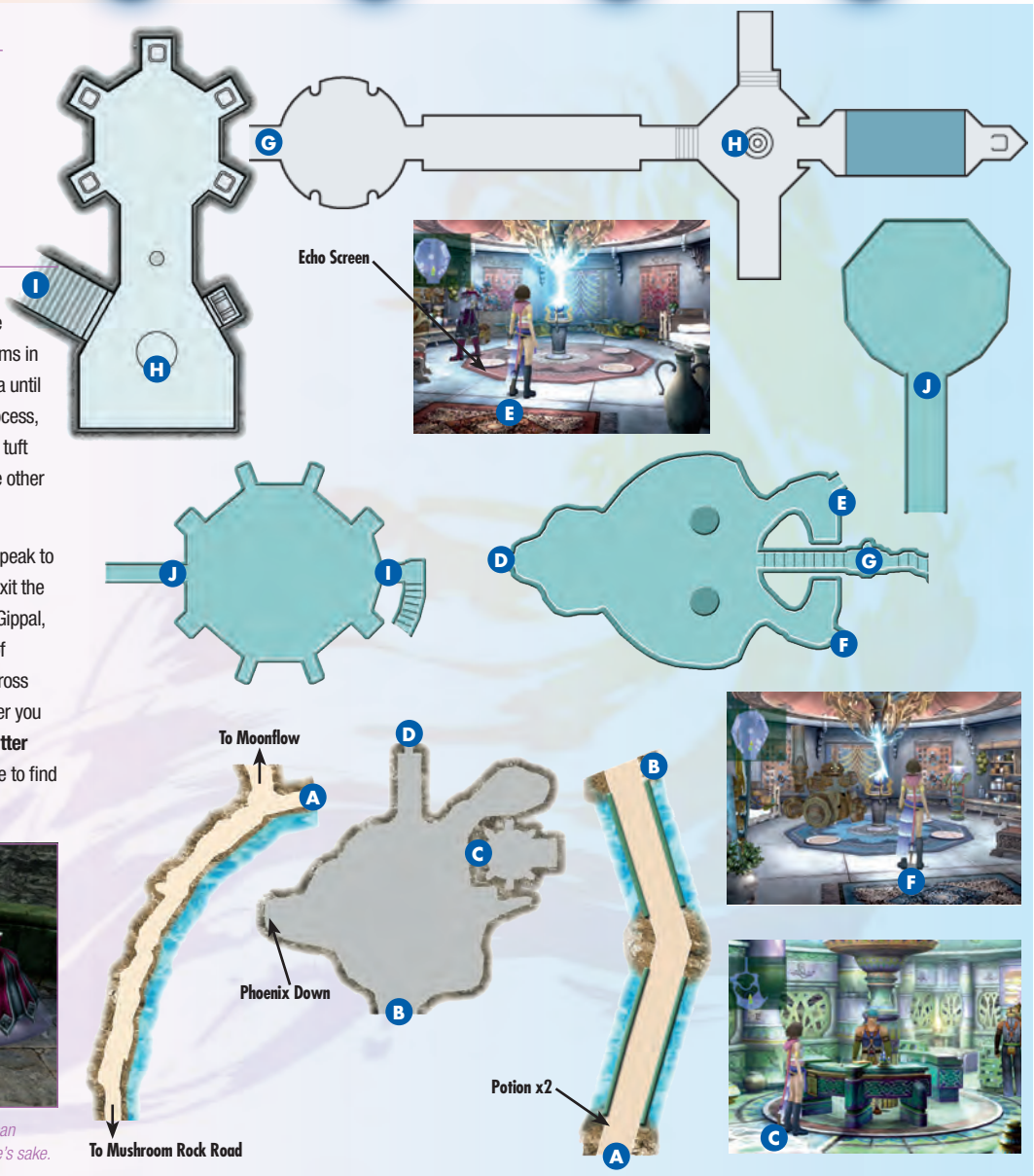
## Gotta Get Paid!

Many people are gathered around the DJose Temple entrance, waiting to be interviewed by Machine Faction leader Gippal. After the leader arrives, a line forms in front of the shop off to the right. Simply wait in this area until all of the other applicants go inside. To expedite the process, sneak to the area's far side to find a chest containing a tuft of **Phoenix Down**, or spend some time speaking to the other people standing around the area.

After all of the applicants have gone inside, enter and speak to the man at the counter. Tell him you want to dig, then exit the building and go inside the temple. After speaking with Gippal, you receive the **AI Bhed Primer IV**. Follow Gippal out of the temple. Leave the temple grounds and continue across the bridge below the temple. You'll see Gippal here. After you express an interest in the job, Gippal hands over the **Letter of Introduction**. Head across the bridge after the scene to find a chest with **Potion (x2)** inside.



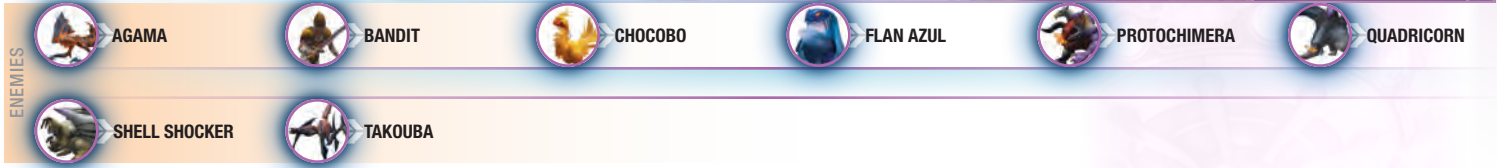
You can take Gippal's letter directly to Bikanel Desert, or you can explore this region further and cross the Moonflow for old time's sake.





# MOONFLOW

COMPLETION: +0.6%



## ITEM CHECKLIST

- Gun Mage Dressphere
- Circlet
- Helios Guard Garment Grid

## Caravan Bodyguards

Enter the Moonflow via the navigation menu of the Celsius to trigger an extra scene. Then find a small person dressed in red, running nervously around the area near the Moonflow Banks. This is Tobli. He rewards you well for finding and protecting his caravan.

Head south from the banks of the Moonflow, down the road toward Djose, then continue until a Hypello begs for help. For this mission, you must follow the Hypello's wagon north on the Moonflow road, back toward Tobli. Bandits run toward the wagon as it rumbles along the path. You must stop them from stealing any of the wagon's cargo. You can initiate battle by chasing a bandit and pressing  $\otimes$ . If bandits steal any of the cargo, you must chase them down and initiate battle before they escape. After each bandit assault, move ahead of the caravan and the chocobo begins to pull the wagon forward again. Beware, though; the bandits assault in pairs after the first battle.



Tobli proves to be a generous sort. It benefits you greatly to assist him over and over again.



From here, ride the shoopuf across the Moonflow and race up the forest path to Guadosalam.

When you reach the bank of the Moonflow, Tobli shows his appreciation to the Gullwings by offering the **Gun Mage Dressphere**. If you prevented the bandits from taking any cargo at all, you also receive a **Circlet** and the **Helios Guard Garment Grid**! If you allow any cargo to be stolen, you won't get those rewards or maximize story completion percentage, so you might consider reloading a recent save and trying again.

### $\otimes$ BANDIT THE BANDITS!

A Thief can steal lots of gil from bandits by using the Pilfer Gil ability. Talk about no honor among thieves!

# GUADOSALAM

COMPLETION: +0.4%

## Longing for the Farplane

The only thing you can do in Guadosalam at this point is gain a small amount of story completion by watching two scenes.

After the initial cinema that occurs upon entering the town, move up the central ramp toward the Farplane entrance to view another scene. While you're here, stop at the item shop on the mid-level of town, which carries the best accessories you can purchase in Chapter 1. Afterwards, return to the lower level and exit Guadosalam via the cave past the Save Sphere, stepping out onto the Thunder Plains.



After the entrance scene, watch the second scene near the Farplane entrance to earn more completion %.

## GUADOSALAM SHOP

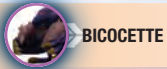
ITEM	COST
Potion	50
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Pearl Necklace	4000
Angel Earrings	5000
Gold Anklet	5000
Kinesis Badge	10000
Mute Shock	15000
Venom Shock	15000



# THUNDER PLAINS

COMPLETION: +0.2

ENEMIES

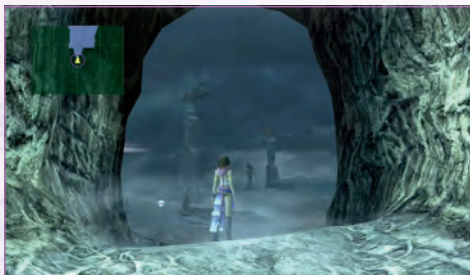


## ITEM CHECKLIST

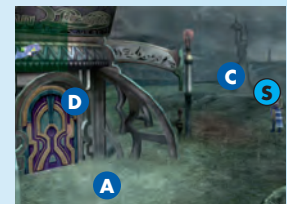
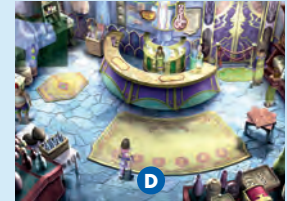
Echo Screen (x3)      Phoenix Down  
Potion (x2)          Grenade (x2)  
Black Choker          Ether

## THUNDER PLAINS TRAVEL AGENCY

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Lightning Gleam	3000
Yellow Ring	3000



Now that the lightning is under control, there's not much to do but cross the plains, fight, level up, and learn abilities!



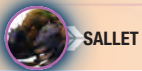
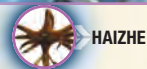
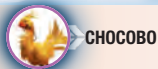
## HOME OF LIGHTNING

After Yuna's recollection upon entering, move forward and speak to the Al Bhed near the entrance. Continue across the plains, gathering items and fighting fiends. Stop by the Travel Agency to use the Save Sphere and buy items. Continue through the area to Macalania Woods.

# MACALANIA WOODS

COMPLETION: +2.2%

ENEMIES



## FRIENDLY RESPONSES

Move toward the figure in blue standing at the foot of the tree branch path to trigger a scene wherein a musician goes to join some of his friends. Follow the path east of the Save Sphere, beyond where the Guado stands. Keep running past the two New Yevon guards and into the next area. At the four-path intersection, follow the bottom path to the spring. Speak to Donga, the creature standing at the water's edge. Once Donga fades away, return to the Save Sphere and follow the winding tree branch path until you spot Pukutak. Speak to the small, brownish creature to initiate another scene. These actions let you accumulate a small amount of completion percentage. This storyline picks up again later in the game, but only if you trigger these mini-scenes.



Bayra is hard to miss as you're entering Macalania.

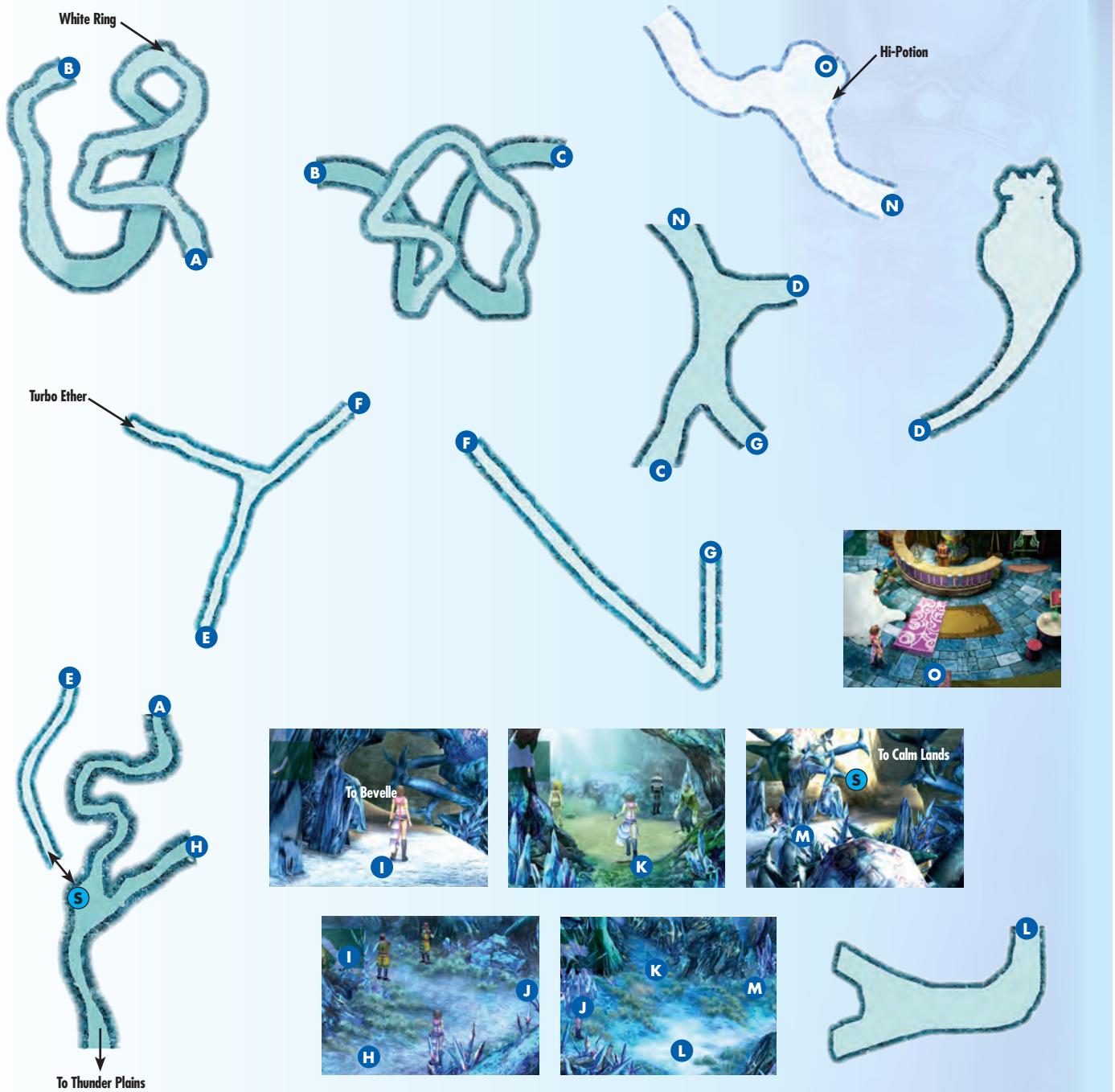


Donga stands near the spring's edge.



Pukutak stands on the tree branch path in the third section of Macalania Woods.





Characters

Garment Grids

Accessories & Items

Game System

Chapter Primer

Walkthrough

1

2

3

4

5

100% Checklist

Mini-Games

Friends

### ITEM CHECKLIST

- Turbo Ether
- White Ring
- Full Throttle Dressphere
- Unerring Path Garment Grid
- \*AI Bhed Primer
- Ice Queen Garment Grid
- \*Only if you haven't mastered AI Bhed.*

### FIGHTING AMORPHOUS GELS

Amorphous Gels take very little damage from physical attacks, and these massive blobs have the ability to make themselves strong versus all elements—except one. The best method to defeat an Amorphous Gel is for a Gun Mage to use the Scan ability on the monster. Once you've determined the current weakness of the fiend, a Black Mage or a Warrior can use the proper abilities. However, keep a sharp eye on the creature just in case it uses the Barrier Shift ability to change its elemental weakness and absorption. Cast Scan on the monster again after each Barrier Shift to determine its new strengths and weaknesses. Be ready to dole out heavy healing if needed, as the Amorphous Gel's physical attacks reduce victims to 1 HP!

## Faithful Tromell

Follow the tree trunk path or the shimmering path until you reach a four-way split in the road. Going by the on-screen map, head up the top-right fork. Proceed into the area until Yuna reunites with an old acquaintance, Tromell. Speak to him four times to trigger four separate dialogues. Eventually, he turns over the **Full Throttle** special dressphere for Paine and the **Unerring Path Garment Grid**, which makes transformations to special dresspheres very easy.



*Due to his regretful state, Tromell requires four conversations before he finally lightens up and hands over the goods.*



## O'aka in a Pinch

Return to the four-path fork where the tree branch and shimmering paths converge, and follow the top-left path to the Travel Agency area where a coup is in progress. The AI Bhed are hunting the new proprietor, O'aka, who apparently owes them a great deal of gil. After the first scene, you gain an AI Bhed Primer, and O'aka walks up behind the Gullwings. Speak to him, if you can, before he runs off. If you don't get a chance to do so, follow him out of the area to begin the "Follow That O'aka!" mission.

The easiest way to find and catch O'aka is to use the glimmering path to return to the starting point of Macalania. Along the way, you'll see O'aka. When you reach the Save Sphere, move along the east path toward the spring. After just a few steps, O'aka can be seen dashing off again. Stay after him. Head past the two New Yevon guards to a path intersection. Using the on-screen map, take the top path to finally catch O'aka inside an elder Guado's house.

Speak to the elder Guado several times to get a clue as to O'aka's hiding spot. Move behind the tree to the left and search to spot O'aka in the tree. Speak to O'aka again after he's on ground level. For agreeing to hide him on the airship, he hands over the **Ice Queen Garment Grid**. Conversely, if you decide to turn O'aka over to the AI Bhed, his destiny takes a different path, but you still receive the garment grid. This is described in more detail later in the walkthrough. Note that giving O'aka up prevents you from achieving 100% completion within a single game, so be sure to provide him safe haven if you're going for a perfect playthrough.



The elder Guado on the right accidentally divulges O'aka's hiding spot.



Buy 100,000 gil's worth of items and O'aka will treat you right.

If you choose to assist O'aka by letting him on the Celsius, return there and speak to the sketchy merchant in the Cabin. His debt to the AI Bhed appears on-screen. The gil amount purchased from him is subtracted from his 100,000 gil debt. If you don't repay the debt in your first game, the remaining balance carries over to your New Game Plus with a 1,000 gil penalty. It is possible to pay the entire amount in one game by merely using the Thief's Pilfer Gil ability on every enemy encountered. After erasing O'aka's debt, he begins to sell restorative items at next-to-nothing costs. In addition, if you can pay down his debt before the end of Chapter 3, he returns to Macalania Woods and sets up a valuable shop during Chapter 5.

### O'AKA THE MERCHANT (STARTING PRICES)

ITEM	COST
Potion	49
Hi-Potion	490
Phoenix Down	98
Antidote	49
Eye Drops	49
Echo Screen	49
Soft	49
Holy Water	29

### O'AKA THE MERCHANT (AFTER 100,000 GIL DEBT IS PAID)

ITEM	COST
Potion	5
Hi-Potion	50
Phoenix Down	10
Antidote	5
Eye Drops	5
Echo Screen	5
Soft	5
Holy Water	30

# BIKANEL DESERT

COMPLETION: +0.8%

ENEMIES



ANGRA MAINYU



BOLT DRAKE



CHOCOBO



FLY EYE



HRIMTHURS



KILLER HOUND

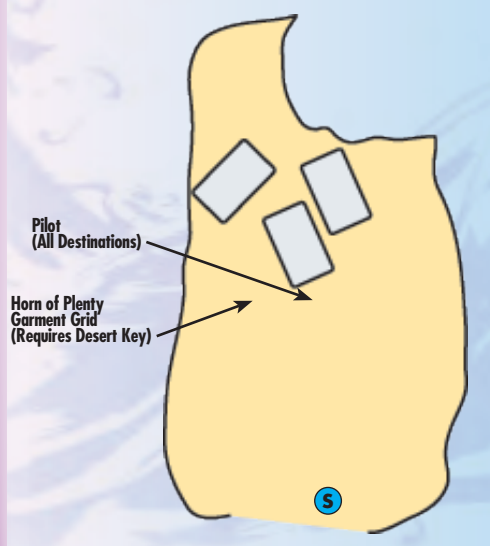
### ITEM CHECKLIST

\*AI Bhed Primer

Still of Night Garment Grid

Elixir

*\*Only if you haven't mastered AI Bhed.*



## In the Sands

Bikanel Desert becomes a Hotspot after you receive the **Letter of Introduction** from Gippal. Pilot the Celsius to Bikanel and follow Rikku into the desert. After some AI Bhed rescue the lost party and bring them to the digging camp, you receive an **AI Bhed Primer**. At camp, speak to the man standing next to the Save Sphere if you want to buy items.

## Get This Dig Started!

Further events are triggered by exploring the dig camp. Join the conversation with Rikku and Paine to the east of camp, then speak with the pilot near the hover. You won't be cleared to dig until you can give the **Letter of Introduction** to Nhadala, who is set to arrive anytime. Chat with the two men beside the hover to trigger Nhadala's arrival, then introduce the Gullwings to Nhadala by way of Gippal's letter. Cleared to dig by Nhadala, you can now speak to the pilot by the hover and proceed to the Western Expanse.

Your first desert excavation for machine parts takes place here. Upon your arrival at the digging site, use the on-screen map as a guide and run to the yellow "X." When you reach the exact spot, Yuna automatically starts digging. After excavating the needed parts, you can return to the hover or attempt to dig at any of the other white "X" spots on the map. At some of these locations, it's possible to dig up useful items, Sphere Break coins, AI Bhed Primers, and accessories. Sometimes a white "X" marks a spot where enemies ambush your party. Even if you don't get ambushed, random battles still occur.

### BIKANEL DESERT MERCHANT

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Fiery Gleam	3000
Red Ring	3000



Whenever you dig, always go for the important item marked by the yellow "X" before chasing after other possible items.

You may encounter competition while on an expedition. If another AI Bhed excavator beats you to a white "X," search somewhere else. Don't run too far from the hover, though. If you run out of time, the party suffers from water deprivation and the dig is scrapped. When the on-screen timer drops to roughly 12 seconds remaining, give up and head back to the hover if you've already excavated the yellow "X." You must touch the hover to complete the dig, or your efforts are forfeit.

After successfully finishing a dig, complete the mission to receive a 100 gil reward, the **Still of Night Garment Grid**, and an **Elixir**. At this point, you can return to the Celsius using the nearby Save Sphere, or speak to the hover pilot to dig some more. The only available location for digging in Chapter 1 is the Western Expanse. As you progress further into the game, more areas open up, and your gil reward for each excavation increases as you take promotion exams at Djose Temple. However, mastery of digging at an early stage may result in failure to complete certain events at Djose Temple very late in the game. For details, see the "Chapter 5" section of the walkthrough. Until then, keep your digging to a minimum!

## Requesting Higher Pay

After each 5-10 successful digs, return to Djose Temple and use the panel in the south chamber. The device offers a series of options, such as applying for a raise. If it determines that you're eligible for a raise, you must answer a series of questions with the best attitude. The key to answering correctly is simply to remember that the computer is testing whether or not you enjoy digging, so always respond enthusiastically about this task and the joy of work, and never agree with any quiz questions that try to get you to concede that digging can be tedious. If you score a certain number of points by answering questions, you receive a raise for digging. More information on excavation is included in the "Mini-Games" chapter.

## Unidentified Object Approaching!

Occurring randomly during your digging excursions, Picket may report something large heading your way. After a few moments, a large red arrow appears on the radar map and quickly converges on your location. If your yellow arrow touches the approaching red arrow, a battle against a truly ominous foe begins.

Angra Mainyu is a three-part monster. During Chapter 1, only the middle portion is active. Later, in Chapters 2 and 3, the right and left sub-monsters also aid in the battle. Punching attacks from an active right or left arm reduce the party's ability to chain consecutive attacks. The left and right subordinates cannot be targeted for attacks or spells right now. When only the center body is active, the sole attack of the creature is the Unnatural Selection attack, which flings the entire party off the battlefield, effectively ending combat. Angra Mainyu performs this attack after exactly 60 seconds, or if its HP drops to a "bottom HP level" depending on the chapter you're currently playing. Refer to the table in this section for more details.



This monster proves extremely challenging to defeat, even for veteran RPG players.



You will probably get blown out of battle several times before you actually defeat Angra Mainyu, but don't quit!

To defeat Angra Mainyu, use an item that accelerates one or all of the party members into Haste status, such as a Chocobo Feather or Chocobo Wing. Then chain together attacks in continuous succession to prevent the monster from having a turn. If Angra Mainyu doesn't get a turn, it cannot perform Unnatural Selection. The best way to chain together rapid attacks is to transform all of the Gullwings into Thieves (Yuna's double-hitting Festivalist works, too). Attack so that when one Thief attacks and causes the monster to stagger, the next Thief attacks before the creature can execute its turn. Another way to prevent it from having a turn is for all three party members to learn the Gunner's Trigger Happy Lv.3 ability, which greatly extends the time of the attack. Cast Haste on the party, wait until all three Gullwings are ready to have turns, then begin executing Trigger Happy one after another.

If Angra Mainyu manages to end the battle with the Unnatural Selection attack, its HP remains at the level where you left off. The next time you encounter this unique creature, it will be like picking up exactly where you left off. However, if you reduce the fiend's HP to the "bottom HP level" as shown in the following table, then Angra Mainyu recovers HP up to the "return HP" level before the next battle. For example, if you're fighting the fiend during Chapter 1 and lower its HP to 290,000 or less, the fiend returns with 300,099 HP when you encounter it again. If you reduce Angra Mainyu's HP to 220,000 during Chapter 2, it returns with 266,755 HP the next time you face it.

### ANGRA MAINYU'S HP BEHAVIOR—333,444 HP MAX

CHAPTER	SUBORDINATES	BOTTOM HP	RETURN HP
1	None	300,099	300,099
2	Right Arm	233,410	266,755
3	Right Arm, Left Arm	166,722	200,066

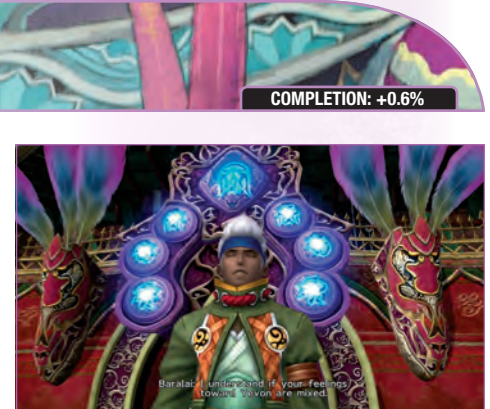
# BEVELLE

## ITEM CHECKLIST

Tiara

## Uneasy Visit

When entering Bevelle from the Macalania Woods, use the Save Sphere on the left. Then speak to the old man on the right to ride the lift down the long path. In the next area, move Yuna forward until a woman greets the high summoner. Follow the young lady until a gentleman greets Yuna and goes to summon Praetor Baralai. After the scene, follow Baralai into New Yevon Headquarters. Ride the lift to the upper level and speak to Baralai again to receive a **Tiara**. Guards block access to other areas inside the HQ, so return to the Celsius.



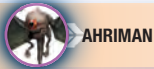
Chase after Baralai to get an item, not because he's cute.



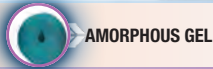
# CALM LANDS

COMPLETION: +0.2%

ENEMIES



AHRIMAN



AMORPHOUS GEL



CHOCOBO



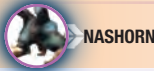
COEURL



DEATH DAUBER



DIVEBEAK



NASHORN



WILD WOLF



## ITEM CHECKLIST

- Ether
- Phoenix Down
- Chocobo Feather (x2)
- Potion (x2)
- Phoenix Down

## The Marketing Department

The Calm Lands have become a tourist attraction, full of mini-games to play. Two companies are vying for dominance of the tourist trade: Open Air, Inc. and Argent, Inc. Thanks to Rikku and Paine, you have 100 credits to use at either agency. If you want to ride the hover to another part of the Calm Lands, pay the required 10 credits at either company.

To start the publicity campaign, speak to one company representative or the other at any hover, select the "Publicity menu" option, then choose "Sign me up!" The company awards you publicity points for speaking to people all around Spira by pressing in an attempt to bolster and promote the company. Each person prefers to be pitched to in a different way. This quest is a game-long undertaking that will have you pitching your company to NPCs in every location during every chapter, so start talking it up!

Return to the Calm Lands and speak to any representative to find out how your publicity campaign is going. Refer to the Mini-Games chapter for more information.



## Spending Credits

Entering the Calm Lands from Macalania Woods, the first mini-game you should encounter is Lupine Dash, located in the Calm Lands' southwest corner nearest to the starting point. Two people are standing near a hover. Speak to the representative from Argent or the one from Open Air to start the game. If you need credits to play (you start with 100), purchase them for 10 gil each. Choose one or two winning hounds, and hope they win the race. The game pays out credits based on the odds of your hound winning.

Reptile Run is available from the people standing near the hover just northeast of the Calm Lands' center. This game functions similarly to the classic arcade game **Frogger**. Place a bet, then attempt to navigate your reptile through several lines of fiends. Use the line of spheres displayed on-screen to guide the reptile away from danger spots. If you get caught by a fiend, you lose. If you make it all the way to the other side, the game pays out your winnings based on the time it took for you to reach the finish line.

Sky Slots is the game being offered by the individuals standing near the hover close to the Calm Lands' north edge. After placing a bet of 1-5 credits, you must attempt to line up three flying creatures of the same color. More information on all the games at the Calm Lands is covered in the Mini-Games chapter.

## A Decent Proposal

A man is trying to find a wife for his son at the Travel Agency near the center of the massive plain. Whether you agree to be his wife or not, you can undertake a mission to find a bride for the young man. Approach women throughout Spira and press to talk to ladies about marrying the man's son. The "Matrimony" mission goes hand-in-hand with the "Publicity" mission. It's a good idea to undertake both missions simultaneously if you're going to do them.



## CALM LANDS TRAVEL AGENCY

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Iron Bangle	500
Silver Bracer	500
Wristband	1000
Amulet	1000

# MT. GAGAZET

COMPLETION: +0.4%

ENEMIES

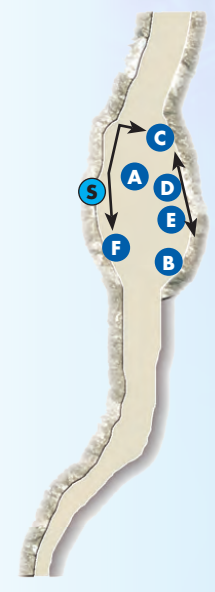
- AHRIMAN
- BICOCETTE
- BULLY CAP
- FLAN PALIDO
- FLY EYE
- PROTOCHIMERA
- TAKOUBA
- WHITE FANG

## Disharmony in the Tribe

After conversing briefly with beleaguered Ronso Elder Kimahri, his rival, Garik, leaps in to deliver a few critical words. Your responses affect whether or not the Ronso Tribe reunites under their new elder. Choose the appropriate answers from our list to build a better relationship with the Ronso.

Speak to the Ronso in the area and respond to their concerns. Your answers add or subtract points from the amount that the Ronso trust Yuna. The level of trust you build affects how the Ronso act throughout the game. This comes into play especially during the events at Gagazet during Chapters 3 and 5. Work to build a strong relationship between Yuna and the tribe by providing the best answers now and in Chapter 2. If you want to know exactly how these answers affect your relationship with the Ronso, refer to the Mt. Gagazet sections in their respective chapters.

If you speak to Kimahri again, he says "Ronso youth grown horns of hatred for Guado," and he expects a response. Your answer to Kimahri does not affect events at Mt. Gagazet; only your ability to gain the Trainer dressphere at a later point in the game. **Hint:** Pick the middle option!



You find all but one of the Ronso on this list near Kimahri. One guard is deep in a mountain cave, though. To get to him easily, take the transporter to the summit, then backtrack a little by moving downward. The Ronso guard (letter G in our table) is just at the foot of some stairs after you enter a cave. Respond to his question, then return to the summit transporter for an easy trip back to Kimahri's camp.

### RONSO CONCERNS AND ANSWERS, CHAPTER 1

MAP LETTER	RONSO	CONCERN	YUNA'S ANSWERS	TRUST
A	Woman standing beside Kimahri.	Must ask High Summoner Yuna: Find Lian and Ayde.	Leave it to the Gullwings! Please help Kimahri. I can't promise anything.	+1 0 -1
B	Garik (Conversation starts automatically the first time you enter.)	Garik know Yuna save Spira, but Ronso not saved yet.	That's a really nice horn. We'll take care of Lian and Ayde. Try and be nice to Kimahri.	0 +1 -1
C	Male walking around near exit to the snowy slopes area.	Many Ronso lost lives in battle to defend High Summoner Yuna.	Yes, many Ronso died... I will never forget their sacrifice. What am I supposed to do about it?	0 +1 -1
D	Female on right side of screen at entrance to Mt. Gagazet.	Guado leave Guadosalam. Guado plan dark schemes!	You're just making that up! I'm sure you're right. Hrm.	-1 +1 0
E	Male standing near Garik.	Many friends and kin die two years ago. Ronso grief deeper than mountain snow.	You have to try not to be so sad! I can imagine how you must feel... Tough breaks, huh.	0 +1 -1
F	Male in red armor with green hair on left side of screen at entrance to Mt. Gagazet.	Never forgive Seymour, never forgive Guado!	Hatred won't solve anything! I wouldn't forgive them either. Do what you want.	-1 +1 0
G	Guard near stairs in mountain cave of Mt. Gagazet.	Power of the fayth wane, cave water disappears. Change will come to Ronso, too.	The cave and the Ronso aren't connected. A change for the better, I hope. I... see.	0 +1 -1

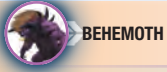
Characters  
Garment Grids  
Accessories & Items  
Game System  
Chapter Primer  
1  
2  
3  
4  
5  
Walkthrough  
100% Checklist  
Mini-Games  
Frends



# ZANARKAND RUINS

COMPLETION: +2.0%

ENEMIES



BEHEMOTH



FLAK PYTHON



GECKO



MR. GOON



MS. GOON



NASHORN



WHITE ELEMENTAL



GUARDIAN BEAST

## ITEM CHECKLIST

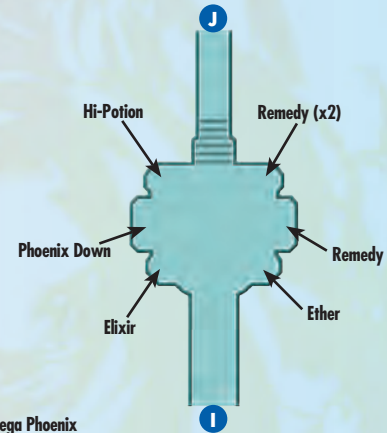
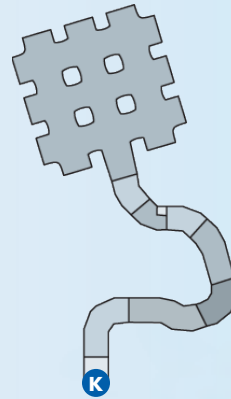
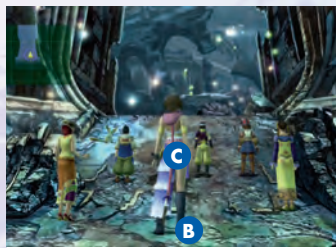
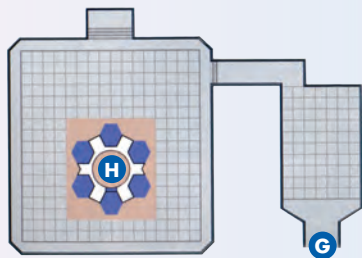
Mega Phoenix  
Phoenix Down

Remedy (x2)  
Remedy

Ether  
Elixir

Phoenix Down  
Hi-Potion

Heart Reborn Garment Grid



## Tourists in the City of the Dead

After Yuna's sad memories, talk to the people in the crowd. The tourists are so thick here that you can't move through them, so climb the slope and speak to Isaaru. The crowd below then thins out enough so you can proceed toward the dome.



The tour guide won't let you enter the area until you go up the nearby slope.

Inside the dome, the Gullwings overhear Pacce instructing the Kinderguardians. Speak to the woman on the left if you want to purchase items, then follow the Kinderguardians to the next area.

### ZANARKAND DOME MERCHANT

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Iron Bangle	500
Silver Bracer	500
Mythril Gloves	1000
Defense Veil	1000

### WHY, YOU LITTLE THIEF!

Avoid the monkey to the left, just inside the dome. If you attempt to interact with it, the little creature steals some gil!

## Road to the Dome

Follow the kids into the next area, then speak to Pacce and his gang. Proceed up the hill to overhear a Syndicate Goon with a big mouth. After fighting the Syndicate enemy party, head through the next intersection to find a chest containing a **Mega Phoenix**, then continue down the slope. Defeat Syndicate members as you work your way toward the dome.

## Chiding Cid

Tourists have opened all the chests and emptied them. Continue to the top of the stairs and through the door. Move past the dancing woman in the square room and into the larger chamber. Navigate onto the center lift and ride it down to the level below. Use the Save Sphere if needed, then proceed into the next chamber and speak to Cid, the bald man. During the conversation, tell Cid that you do, indeed, have a bone to pick with him by saying, "You bet I do!" Your choice here affects later events on the Thunder Plains.



After talking to Cid, speak to the man with whom he was chatting. This causes the monkeys to disperse from in front of Lady Yunalesca's former haunt.

## Reversing Isaaru's Prank

Inside the spiritual chamber, follow Rikku and Paine onto the platform until Isaaru plays a mean prank on them. When five choices are offered, choose the bottom one ("Is that you, Isaaru?"). Isaaru then hands over the **Heart Reborn Garment Grid**. When the former summoner leaves, head down the steps at the far end of the platform.

Climb and jump through the winding corridor to the room at the end. When you spot the sphere at the end of the passage, it's time to take on another boss.

## GUARDIAN BEAST



A quick scan of the Guardian Beast by a Gun Mage reveals that it is weak against all forms of elemental magic, except Gravity. While a Black Mage casts second- or third-level elemental spells on the beast, a

Songstress can reduce the accuracy of the monster with Darkness Dance.

It's wise to also have a White Mage present to restore HP from this creature's massive blows. Target the entire party with a Cure or Cura spell after the beast performs its Damocles Photon attack. Cast Esuna or use Remedy items to cure Curse status.

HP: 2886	MP: 1000	EXP: 170	AP: 1
GIL DROPPED: 200	Steal: Normal: Defense Veil	Rare: Defense Veil	
PILFER GIL: 1500	Drop: Normal: Amulet	Rare: Amulet	

## Half a Sphere!?

Following the battle, the Gullwings gain a measly half a sphere and regroup onboard the Celsius. Brother receives reports of an "awesome sphere" in Kilika. Afterwards, proceed to the final destination of Chapter 1...



# KILIKA ISLAND

COMPLETION: +1.6%

ENEMIES



DEATH DAUBER



LEAGUE SCOUT



LEAGUE FIGHTER



PROTOCHIMERA



RED ELEMENTAL



STALWART



YEVON GUARD



YLS-ZERO

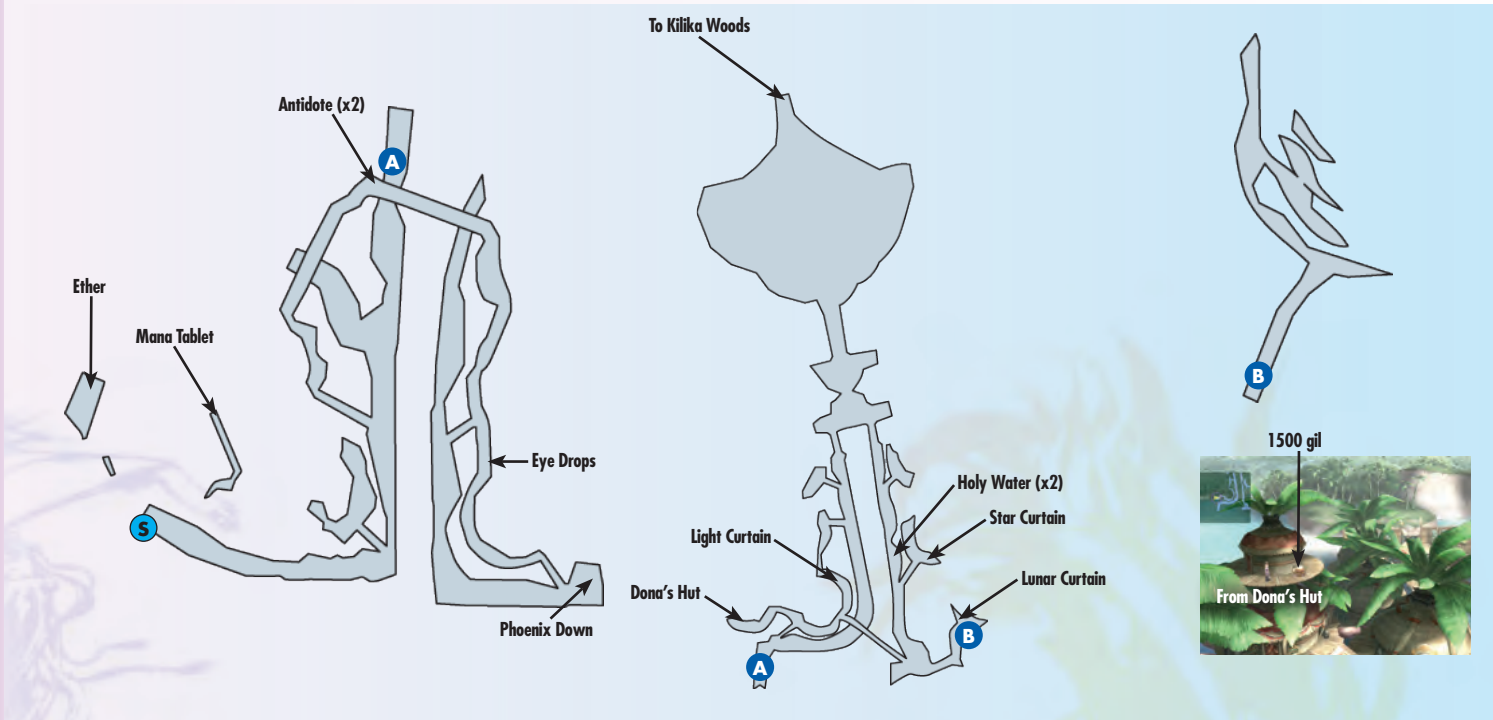
## ITEM CHECKLIST

Ether  
Antidote (x2)  
Eye Drops (x2)  
Phoenix Down

1500 gil  
Lunar Curtain  
Star Curtain  
Light Curtain

Holy Water (x2)  
Megalixir  
Hi-Potion ④  
Ether ④

Turbo Ether ④  
Menace of the Deep Garment Grid ④



## Understanding the Layout

Kilika port has been rebuilt since its sad destruction in *FINAL FANTASY X*, and now it is a confusing mass of connecting docks and bridges. For that reason, refer to the following section to make navigation much easier:

1. From the starting point, jump off the dock onto a canoe and, from there, to an isolated chest on a dock that contains an **Ether**.
2. Jump from the dock to the right of the Save Sphere to another canoe and, from there, to a partially hidden platform where a chest contains a **Mana Tablet**.
3. Continue up the dock and climb the second set of stairs. Cross a bridge and open the chest to get an **Antidote (x2)**.
4. Cross the canal and move across the upper platforms to reach chests containing **Eye Drops (x2)** and a tuft of **Phoenix Down**.
5. A woman near a red tent under the bridge in the first area sells items.

## Dona's Tyranny

Head back to the stairs on the canal's other side, then move up the dock until a short scene occurs with Yuna and Rikku. In the second area, ascend the first set of stairs and move left up the ramp and around the hut until Barthello comes out screaming. Enter the hut and speak to an old acquaintance, Lady Dona. After the scene, go upstairs in Dona's house and open the chest on the patio to find **1500 gil**.



## KILIKA PORT MERCHANT

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Twist Headband	3000
White Cape	3000
Silver Glasses	3000
Star Pendant	4000

## Hidden Monkeys of Kilika

In the first area of Kilika Port, speak to the woman dressed in blue on the dock's east side. She and some children are playing with a Squatter Monkey. Speak to her a second time and she asks you to search Kilika Forest to find more Squatter Monkeys. There are 13 monkeys hiding in there (see our map). Once you gain access to the Kilika Forest area after the next events in the game, find all of them. You won't be able to report back to the woman dressed in blue for your reward until Chapter 3, though. At that time, speak to her again and show her that you found all 13 monkeys. In return, she hands over the **Chaos Maelstrom Garment Grid**.



Speak to the woman in blue to undertake the Squatter Monkey finding quest. She also reports how many monkeys you've found thus far.



## Youth League Uprising

Proceed to the top of the town's second section, and the guards open the gate for Yuna. After the speech by Meyvn Nooj, the Gullwings appear just outside Kilika Forest. Follow Nooj into the trees.

After another scene, backtrack to use the Save Sphere near the entrance and fight through the woods. You can't go directly up the center, and Yevon guards block off several of the paths. From the Save Sphere near the entrance, head down the left path. A short clip of people running through the trees takes you past the trail you must follow. Go back a few steps and up the trail, coming out behind a group of Yevon guards. Continue up the obscure trail and around a curve to reach the central path. Scoop up Squatter Monkeys as you go!

## Determining the Passwords

Upon reaching the central path, head upward until you hear voices through the trees. Listen to the conversation, as the Yevon guards divulge passwords you'll need later. If the number of guards at a checkpoint is odd, the password is "Carved Monkey." But keep watching the conversation, because if the number of checkpoint guards is even, the password changes to "Craven Monkey." If you don't remember the passwords, return to the peeking point and watch the conversation again.




Move toward the top-center of the area to overhear the passwords.

## Giving the Passwords

Follow the outside circular path to the Save Sphere, then approach the guards at the checkpoint. Say the appropriate password based on how many guards are standing there. If you give the correct password, they leave and possibly give you an item. If you give the incorrect password, you're forced to fight them. The final group attempts to trick you by adding two more members and asking for the exact same password again. If you answer all guard groups with the correct password, you receive the **Menace of the Deep Garment Grid**.

### ONE HARD-TO-FIND LEDGE

Head to the right along the path, then move downward against two greenish trees. When  appears on-screen, jump to a secret ledge where a chest contains a **Megalixir**.

### NEW YEYON GUARD GROUP NUMBERS, PASSWORDS AND REWARDS

GROUP	# GUARDS	PASSWORD	ITEM
1	4	Craven Monkey	None
2	3	Carved Monkey	Hi-Potion
3	4	Craven Monkey	Ether
4	3	Carved Monkey	Turbo Ether
4 (2nd)	5	Carved Monkey	Menace of the Deep Garment Grid

## YSLs-ZERO



Have a Gun Mage use Mech Destroyer on the metal brute, and command a Songstress to cast Darkness Dance round after round to prevent as many of its hits as possible. If your Gun Mage doesn't know Mech Destroyer yet, change someone into a knowledgeable Black Mage and cast your strongest spells against it. The other party member should keep everyone healthy as a White Mage. Be ready to cast Cure or Cura on all party members at once, especially if everyone's HP gets below 100. A single blow from this brute can KO a person with less than 100 HP. Fight hard because after the battle Chapter 1 is complete!

HP: 1935	MP: 0	EXP: 350	AP: 1
GIL DROPPED: 1000	Steal: Normal: Mythril Gloves Rare: Mythril Gloves		
PILFER GIL: 1400	Drop: Normal: Wristband Rare: Wristband		





# AIRSHIP CELSIUS

COMPLETION: +4.0%

## ITEM CHECKLIST

\***AI Bhed Primer** ❸

**Phoenix Down** (x5)

**Ether** (x2)

**Remedy** (x4)

**Potion** (x8)

**Leblanc's Sphere** ❸

\*Only if you haven't mastered AI Bhed.

## Private Concert

Shinra plays the movie stored on the sphere that was stolen from Kilika. He replays the haunting images if you speak to him again after the conversations on the Bridge. Afterwards, head down to the Engine Room to collect items restocked in the treasure chests—new chapter, new treasure! They now hold **Ether** (x2), **Phoenix Down** (x5), **Potion** (x8), and **Remedy** (x4). Ride the lift to the Cabin area,



Push the three musicians into the lift.

where the three musicians from Guadosalam are practicing in the corridor. Speak to the third musician, and start pushing all three of them onto the lift. (Tobli is also here in the cabin if you didn't help him on the Moonflow Banks during Chapter 1. Push him into the elevator, too, for the **Enterprise** accessory.) If you want to quit this task, speak to Barkeep at the top of the corridor. Once all three are onboard the lift, Yuna delights the crew with a concert on the deck outside the ship. If you allowed Clasko and O'aka to join the crew, they also attend the concert.

## LAUNDERING O'AKA'S DEBT

Paying down O'aka's debt has two bonuses. It significantly reduces his item prices and leads to an establishment of a new shop by this entrepreneur later on. Since he only sells items, it can be difficult to pay the debt, and you're unlikely to actually need 100,000 gil's worth of disposable potions and other items before the end of Chapter 3. Thankfully, the nearby Gullstore helps you artificially flip items at a mild loss, enabling you to more easily funnel money into O'aka's coffers. Max out your stack of Phoenix Down with O'aka, then immediately turn around and sell that whole stack to Barkeep. Repeat this process until O'aka's debt is gone. This does require an early investment of almost all your income for a while, but the best items and accessories come from defeating foes and exploring maps anyway. The early investment is worth it in the long term. There's also a Chapter 2 event in Guadosalam you can exploit to score almost the full amount required to square O'aka's debt all at once; refer to the Guadosalam section of this chapter for specifics.

Once O'aka's debt is paid, he remains on the Celsius until the end of the current chapter, but he leaves afterwards. Before he departs, you can generate gil from thin air using the same exchange as before: Buy stacks of items from O'aka, then turn around and sell those stacks to Barkeep. Now that O'aka is providing you such a generous discount, this actually earns you money! Exploit this as much as you like before the end of the chapter in which you paid off O'aka.

## A Weighty Decision

After Yuna's concert, follow Rikku and Paine from the Cabin area up to the Bridge. You must now decide whether to give the sphere that was stolen from Kilika to the Youth League or New Yevon. If you choose the Youth League, you can acquire 100% story completion in a single game. However, if you give the sphere to New Yevon, the highest percentage you can achieve is 99%. Your choice affects the scene that occurs afterwards and many other events throughout the game.

Also, if you give the sphere to the Youth League, the Gullwings fly to Mushroom Rock Road and receive a grand reception from Lucil, Elma, and Nooj. Wherever you travel in Spira, Youth League members will welcome you with respect and thanks. However, New Yevon members will scorn your presence. And if you attempt to enter Bevelle, the Gullwings are forced to fight several sets of soldiers and machina.

If you give the sphere to New Yevon, the crew of the Celsius has a conference with the grateful Praetor Baralai. Youth League members will look down upon the Gullwings. Also, if you attempt to enter Mushroom Rock Road, you're forced to complete an extra mission in which the girls fight Youth League warriors, culminating in a battle against Elma.

This guide is designed to give you 100% the first time through, if you follow closely. But there's plenty of replay value in playing again and making different choices than before. And if you miss 100% completion in a single game, that doesn't eliminate the possibility of getting the "perfect" ending. Play again in New Game Plus, making different decisions and completing previously unfinished tasks this time, and you can drive the cumulative completion percentage to 100% and beyond. Finish the game in New Game Plus with cumulative completion of at least 100% to have a chance to see the fullest ending. (It is only in New Game Plus that you can get full mileage out of Shinra's Creature Creator, so there's plenty of replay value in New Game Plus besides chasing another finale.)



Giving the sphere to the Youth League is the only way to achieve 100% completion in a single game.

## Robbed!

After choosing a side and handing over the sphere, the Gullwings are called to the Celsius. Looks like Leblanc is back, and she's up to no good. She, Logos, and Ormi stole the broken sphere found at Zanarkand, leaving behind **Leblanc's Sphere**.

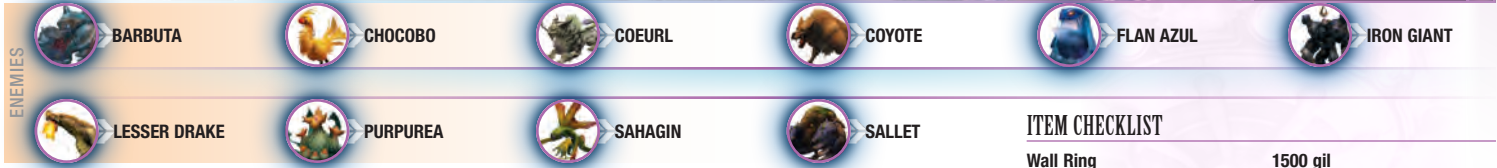
For the main portion of Chapter 2, your quest is to find Leblanc Syndicate members (located at Djose Temple, Bikanel Desert, and Mt. Gagazet), defeat them, and steal three uniforms. The order in which you visit these locations and obtain the Syndicate Uniforms is not important. Upon acquiring all three uniforms, the option to fly the Gullwings to Guadosalam to infiltrate Leblanc's chateau becomes available.

While searching for opportunities to steal Syndicate Uniforms, be sure to revisit every other location in Spira to undertake a variety of side quests.



# BESAID ISLAND

COMPLETION: +0.8%



## Gunning Through the Gauntlet

Return to Besaid and speak to any of the blitzball players standing near the Save Sphere. Beclm, of the Youth League, is training the Besaid Aurochs—and not in a pleasant way. Yuna becomes incensed by Beclm's comments, resulting in an opportunity for you to undertake a challenging mini-game to put Beclm in his place. Complete the Gunner's Gauntlet mini-game with 500 points, reach the next level of the game, and gain the completion percentage available for visiting Besaid.

When the mission begins, tell Beclm, "I need a tutorial first" or "Basic instructions" to learn how to play the mini-game. You start at a three-way junction and fight toward the beach. You must speak to Beclm at the shoreline with 500 points or more before time expires.

Move forward while frequently pressing to target incoming fiends, even if you can't see them yet. Against single fiends, open fire as soon as they can be targeted, although you must pause for a reload against sturdier Coyotes and Zus. When reveals multiple fiends, swap to Double ammo against Coyotes and open fire. If a 10 HP Zu is in the mix with other fiends, cycle to it and take it out instantly with

Fatal ammo. Then turn back to the softer targets. Defeated fiends leave behind treasure chests, which open when you run over them. Pick up treasure chests to acquire more ammo and a greater variety of ammo types.

The key to finishing with over 500 points is simple—don't get hit. Defeating fiends one after another without getting hit builds up the chain bar. Winning the mini-game in the time allotted requires maintaining a full chain bar while defeating roughly 20 or more fiends. It's especially assuring if you carry a long chain combo into the overgrown zone, just before the beach. The mech there is worth quite a bit as the final target of a big combo. Be sure to move on from the long waterfall area toward the giant mech and the beach with at least 40 seconds or so remaining.

Afterwards, continue to the beach and head toward Beclm. If you played the game successfully, Beclm concedes victory. For completing the mission, you receive the **Enigma Plate Garment Grid**.

To play this fun mini-game again, speak to Beclm outside the village or on the beach.

Apart from Gunner's Gauntlet, the treasure chests of Besaid have been restocked. The treasure chest under the bridge now contains a **Wall Ring**, and the secret cove on the beach now contains **1500 gil** and **Hi-Potion (x2)**.

### ITEM CHECKLIST

Wall Ring  
Potion (x3)  
Hi-Potion (x2)

1500 gil  
Enigma Plate Garment Grid

### GUNNER'S GAUNTLET CONTROLS

FUNCTION	BUTTON
Target fiends	
Cycle primary target	
Fire	
Cycle ammo type	



# KILIKA ISLAND

COMPLETION: +0.2%



### ITEM CHECKLIST

Turbo Ether  
Mana Tablet (x2)

## Barred by Troubles

You cannot visit Kilika during Chapter 2 because of the troubles between New Yevon and the Youth League. However, you can jump to the chests hidden in canoes here to find a **Turbo Ether** and **Mana Tablet (x2)**.

# LUCA

COMPLETION: +0.8%



During the interview with Shelinda, press or to switch cameras, adding an authentic newscast feel.

### ITEM CHECKLIST

Light Curtain (x2)  
Covetous Garment Grid

## Spotlight on Gullwings

Luca is another location where very little is happening during Chapter 2. Still, there are easy completion points to gain by visiting. Enter the circular courtyard area to have a televised interview with Shelinda. You'll get to know her better as a person, and score the **Covetous Garment Grid** in the process. Additionally, some of the folks in the locker room corridor (the one with the Save Sphere) are eager to play Sphere Break. Be careful, because you can actually lose coins during a real game. Run out of coins and you'll spend the rest of your day digging in the Bikanel Desert for more!



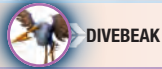
# MI'THEN HIGHROAD

COMPLETION: +1.4%

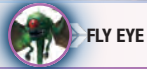
ENEMIES



BULLY CAP



DIVEBEAK



FLY EYE



FLAN PALIDO



IRON GIANT



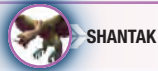
PEREGRINE



PURPUREA



QUADRICORN



SHANTAK



WILD WOLF



CHOCOBO EATER

## ITEM CHECKLIST

Muscle Belt  
1000 gil  
Phoenix Down (x3)

Antidote (x3)  
Potion (x3)  
Silver Bracer

Holy Water (x3)  
Eye Drops (x3)  
Phoenix Down (x3)

Grenade (x2)  
Ether  
Potion (x2)

Soft (x3)  
Echo Screen (x3)  
Selene Guard Garment Grid



## Something Off the Menu

Enter the Highroad via the airship navigation map. Arriving at the Al Bhed Travel Agency, go inside just as a young woman is walking out. Follow her out of the shop and speak to her at the cliff's edge. The young lady turns out to be Calli, who has certainly grown up in the last two years. To help her out, you must corner and capture a wild chocobo running down the Mi'then Highroad.

### BEFORE HELPING CALLI

Prior to speaking with Calli at the cliff's edge, complete any side quest obligations in this area, such as speaking to NPCs about the Publicity and Matrimony quests. Also, raid the treasure chests and claim all the items possible. Once you capture the chocobo and rescue Calli from a tough opponent, certain areas of Mi'then become inaccessible.

## Catch That Chocobo!

Rikku serves as your guide to capturing the chocobo. After your recent misadventures under Rikku's command in Bikanel Desert, you can probably imagine Rikku's level of accuracy. Follow Rikku into the south section of the Highroad. After she spots the chocobo, follow very closely behind her. If you lag too far behind, she stops. An on-screen timer then appears, and you must quickly run back toward Rikku for her to resume the chase.

The chocobo in its haste has left behind feathers on the Highroad. You can gather these while tagging along behind Rikku.

### NO EFFORT REQUIRED

It's not important to pick up every feather for the best prize. Unless you're crazy about building your supply of Chocobo Wings and Chocobo Feathers (fairly common items in the game), just grab a single feather and race for the end of the area. The prize for leaving with fewer feathers (1-8) is a **Gold Hourglass**, an item that delays the entire enemy party by one turn in battle. This is a rare item, so get one early while you have the opportunity.

As you progress down the road, Rikku suddenly stops and says that the chocobo is in a side area. Unfortunately, Rikku is always wrong, but there is usually a chest in the side area that may contain a reward. As you run the full length of the Highroad's south section, Rikku points out three false chocobo sightings that turn out to be treasure chests. Each chest contains a reward based on the number of feathers you have when you agree to go search the side area. However, you only get one reward in this manner. Therefore, run down the Highroad and gather as many feathers as possible, avoiding Rikku's first two detours.

When Rikku points into a side area for the third time, agree to investigate. This leads to a chest containing a reward for picking up feathers and cleaning the Highroad. After opening the chest to get the item, proceed to the next section of the Highroad to continue with the next leg of the event. Before leaving, you receive an additional item based on the total number of feathers that were picked up.



#### PRIZES FOUND IN CHEST BY GATHERING FEATHERS

FEATHERS RETRIEVED	ITEM IN CHEST
0	Empty
1-3	Chocobo Feather x2
4-14	Chocobo Feather x3
15-17	Chocobo Wing x2
18-21	Chocobo Wing x3

#### PRIZES GAINED UPON LEAVING THE AREA

TOTAL FEATHERS	ITEM RECEIVED
0	None
1-8	Gold Hourglass
9-15	Chocobo Feather
16-21	Chocobo Feather (x2)

## The Chocobo Rodeo

At the end of the Highroad, the girls decide to tackle the chocobo with a new strategy. Rikku and Paine stand at either end of a short section of the road to prevent the bird from escaping. Yuna's job is to corner the chocobo and block its escape.

When the creature gets trapped between Yuna and Rikku, you must guess which direction the chocobo will try to run and intercept it. After the short countdown, move Yuna left or right to catch the chocobo, or do nothing to protect the center. When done correctly, Yuna almost intercepts the bird and a chime sounds. Whether you are successful or not, run to the opposite end of the road and corner the chocobo again between Yuna and Paine. The first several attempts to predict the chocobo's direction of travel are merely guesswork. The task becomes much easier later.

Continue running back and forth, attempting to catch the chocobo until you are successful at least two or three times. At this point, the chocobo becomes tired and actually faces the direction it intends to run. When it is time, move Yuna in the direction the chocobo is facing to intercept it. If the chocobo is facing Yuna, it intends to go straight. After three more successful captures, the chocobo escapes to the final section of Highroad.



## Where Did the Chocobo Go?

The third event in this exasperating chase involves leading Rikku to high-ground areas so she can spot the chocobo. Move down the Highroad, then turn into the first side area on the screen's right side. When the chocobo is revealed, head down the path to that area. The chocobo flees again, but Rikku spots it further down the path. Continue down the Highroad and enter the next side area on the right.

When the chocobo runs off yet again, follow it a short distance until Yuna says it's time to try something else. Instead of following it, run back toward the hover parked near the Highroad entrance from Luca and speak to the pilot. The pilot is indicated on the on-screen map by a white arrow. Speak to her twice and she offers to help catch the chocobo. When she blocks the Highroad with her massive transport, the chocobo chase is finally won!

## Fiend of Feast

After you catch the chocobo, word comes that Calli is in trouble. Use the Save Sphere at the Travel Agency, then follow Rikku and Paine to the bridge. Once the group spots Calli in danger, you must reach the bottom of the gorge before time runs out. Run north across the next bridge and follow the path to the Mushroom Rock entrance. Run down the sloping path to the side, and continue until the party encounters the Chocobo Eater.

## CHOCOBO EATER



The predatory chocobo connoisseur is weak against fire, so use a Black Mage to cast a few Fira spells to end this battle quickly. A Songstress can cast Samba of Silence to prevent the Chocobo Eater's spell use. Have a Thief steal some gil and items before roasting this fiend.

HP: 2350	MP: 230	EXP: 350	AP: 1
GIL DROPPED: 500	Steal: Normal: X-Potion	Rare: X-Potion (x2)	
PILFER GIL: 2000	Drop: Normal: Wall Ring	Rare: Wall Ring	

## More Borders

For helping Calli, you receive the **Selene Guard Garment Grid**. The girls return to the Celsius, so head straight back to the Mi'ihen Highroad and speak to Calli, who's standing with the chocobo by the exit to the north section. If you previously took Clasko onboard your airship, he's there too. Agree to let Calli and Clasko come back onboard.



*Return to Mi'ihen Highroad before you finish Chapter 2 if you want to bring Calli and Clasko onboard the Celsius.*

A hover blocks the north path, so you can't head across the north section. You can enter the area from Mushroom Rock as usual, but several sections of Mi'ihen Highroad surrounding the crash site remain blocked off until Chapter 3. Return to the airship to find Calli and Clasko in the Cabin area. At this point, the Calm Lands become a Hotspot on the Celsius's navigation map because Clasko wants to be dropped off there.



# MUSHROOM ROCK ROAD

COMPLETION: +1.0%

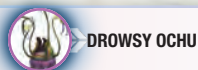
ENEMIES



BULLY CAP



COYOTE



DROWSY OCHU



LEAGUE RANGER\*



LEAGUE SOLDIER\*



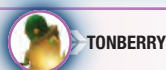
LEAGUE TROOPER\*



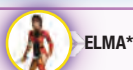
LEAGUE WARRIOR\*



RED ELEMENTAL



TONBERRY



ELMA\*

\*Only if you gave the stolen sphere to New Yevon.

## ITEM CHECKLIST

Hi-Potion  
1500 gil

Turbo Ether (x2)  
Phoenix Down

Ether  
Crimson Sphere 7

Shining Bracer  
Mythril Bangle



## Friendly with the League

Speak to the man near the hover to learn that he spotted the Leblanc Syndicate on the DJose Highroad. Head north to the statue of Lord Mi'then and collect a **Hi-Potion** and **1500 gil**. Then return to the entrance point and speak to Yaibal and his gang. The conversation changes depending on whether you chose to give the sphere to the Youth League. If you did, the soldiers stationed along Mushroom Rock will prevent encounters with fiends as long as you run alongside the guards. If you fall too far behind or to the side, you'll have an encounter.

After you hear a transmission from the Celsius regarding sphere waves, drop into the ravine. At the Den of Woe entrance, the girls encounter Nooj. He gives the group **Crimson Sphere 7** on the assumption that they will search for the missing spheres for the door.

Exit the Den of Woe and climb out of the ravine. As the Gullwings proceed toward New Yevon headquarters, two guards tell the girls to move quietly to avoid detection by the large Ochus positioned along the path. Press the analog stick very lightly to walk if you want to avoid a battle; if not, just run through. If a fiend turns and spots the group, you're forced to fight a Drowsy Ochu. Once the guards move past the last Ochu and start running again, the girls can resume running too.



## On the Bad Side of Youth

If you gave the stolen sphere to New Yevon, entering Mushroom Rock triggers an extra mission. Rather than receiving protection from each set of guards, you must battle them. When moving behind the Ochus, no one warns the Gullwings about walking slowly to avoid detection. The encounter with Nooj in the underground cave is terse, but he still hands over the **Crimson Sphere 7**. When you reach the mushroom-shaped elevator platform at the top of the road, you must fight Elma and two League Warriors.



# ELMA, LEAGUE WARRIOR (X2)

The League Warriors are small fish to fry, so spend the first couple of turns taking them out of the battle. Elma uses items to put herself in Haste state, so she attacks quickly. She can be put to sleep, which is the best way to counter her Haste ability. While a Songstress puts her to sleep every round, have a Thief perform the Master Thief ability to make this battle against a long-time ally worthwhile.

<b>ELMA</b>	HP: 1640	MP: 450	EXP: 200	AP: 2
GIL DROPPED: 230	Steal: Normal: Phoenix Down (x3)	Rare: Mega-Phoenix (x2)		
PILFER GIL: 800	Drop: Normal: Wall Ring	Rare: Wall Ring		
<b>LEAGUE WARRIOR (X2)</b>	HP: 422	MP: 26	EXP: 70	AP: 1
GIL DROPPED: 120	Steal: Normal: Hi-Potion	Rare: Grenade (x2)		
PILFER GIL: 180	Drop: Normal: Hi-Potion	Rare: Grenade (x2)		



## Completion Otherwise

Ride the mushroom-shaped elevator to the higher level. If you're currently in the mission to fight through the Youth League members, your mission ends here, and you receive a **Kinesis Badge** and the **Shining Mirror Garment Grid**. However, if you're on peaceful terms with the Youth League, ride the machina lift to headquarters. Elma runs out of headquarters and calls to the Gullwings. Before moving toward her, open the chest on the ledge to the right for a **Mythril Bangle**. Then, join Elma and Lucil for a brief conversation. After the scene, return to the Celsius and watch Crimson Sphere 7 for a few fractions of a completion point.



Speak with Elma and Lucil if you're allied with the Youth League.

# DJOSE TEMPLE

COMPLETION: +0.4%

**ENEMIES**

AGAMA	ASSASSIN BEE	CHOCOBO	DEATH DAUBER	DR. GOON	FEM-GOON
GOLD ELEMENTAL	LEAGUE RANGER*	LEAGUE SOLDIER*	LEAGUE TROOPER*	LEAGUE WARRIOR*	SALLET
ORMI	LOGOS	<i>*Only if you gave the stolen sphere to New Yevon.</i>			

### ITEM CHECKLIST

- Phoenix Down (x2)
- Potion (x3)
- Floral Fallal Dressphere
- Syndicate Uniform

## Easy Pickings

Head downward from the temple and proceed along the Djose Highroad until the girls spot some of Leblanc's Syndicate Goons standing near the hovers. Continue south to witness a scene in which two Fem-Goons let slip that they lost a sphere. Move south on the Djose Highroad, fighting Syndicate members in random battles. Halfway down the road, look for the **Floral Fallal Dressphere** (Yuna's special dressphere). You can also arrive here at the new dressphere by heading upward from Mushroom Rock Road. Unfortunately, Ormi and Logos show up once again.



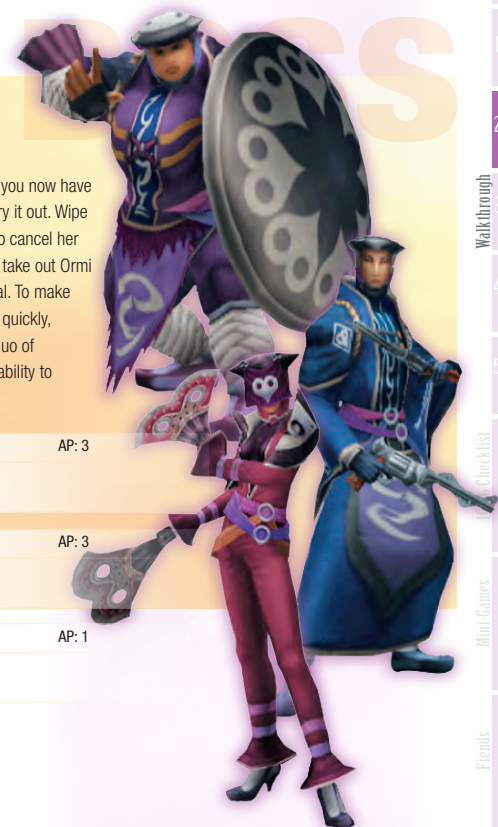
# ORMI, LOGOS, FEM-GOON



Having just picked up Yuna's special dressphere, you now have a prime chance to try it out. Wipe out the Fem-Goon to cancel her magic casting, then take out Ormi and Logos as normal. To make the battle end more quickly,

use second-level elemental spells. The main challenge of taking out the duo of Ormi and Logos at this stage of the game is using a Thief's Master Thief ability to successfully steal Elixirs from them before finishing them off.

<b>ORMI</b>	HP: 1150	MP: 22	EXP: 80	AP: 3
GIL DROPPED: 120	Steal: Normal: X-Potion	Rare: Elixir		
PILFER GIL: 380	Drop: Normal: Iron Bangle	Rare: Iron Bangle		
<b>LOGOS</b>	HP: 1030	MP: 48	EXP: 80	AP: 3
GIL DROPPED: 120	Steal: Normal: Mega-Potion	Rare: Elixir		
PILFER GIL: 400	Drop: Normal: Silver Bracer	Rare: Silver Bracer		
<b>FEM-GOON</b>	HP: 167	MP: 172	EXP: 10	AP: 1
GIL DROPPED: 70	Steal: Normal: Potion	Rare: Potion (x2)		
PILFER GIL: 200	Drop: Normal: Potion	Rare: Hi-Potion		





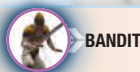
# MOONFLOW

COMPLETION: +0.2%

ENEMIES



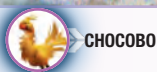
AGAMA



BANDIT



BLACKGUARD



CHOCOBO



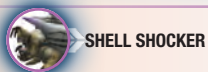
FLAN BLANCO



PROTOCHIMERA



QUADRICORN



SHELL SHOCKER



TAKOUBA

## ITEM CHECKLIST

Gun Mage Dressphere ①

Seething Cauldron Garment Grid ①

Muscle Belt ①

## YRP, the Scalpers Three!

Tobli, located near the wagon on the Moonflow banks, has a new request. He needs someone to sell tickets for his concert. By accepting this mission, you must approach people along both sides of the Moonflow with and ask them if they want to buy tickets. You must sell at least six tickets to complete this mission.

You only get one shot per customer, so if the sale doesn't happen on the first attempt, it never will. The base price is 1000 gil, or 500 gil if you spoke to Tobli before completing the mission to protect the Hypello's caravan from the bandits during Chapter 1. If a customer is willing to pay any amount of money over the base price, you get to keep the difference as long as you sell more than five tickets. If you sell a ticket for less than the base price, the loss is subtracted from your profits.

You cannot pitch to everyone on the Moonflow. Also, you can only attempt 10 times before the event ends and your results are tallied.

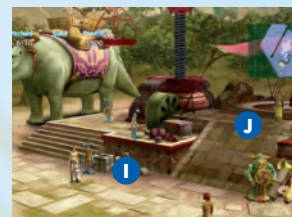
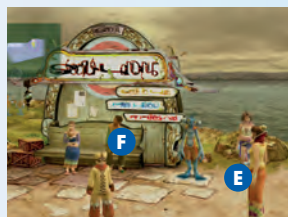
Tobli awards prizes based on whether you make a profit and whether or not you completed the "Shave the Hypello?" mission in Chapter 1. Use the following table to sell to the right people for the right price. Play your cards right and you can make up to 11500 gil!



Each potential ticket buyer will pay the amount listed here.

## "YRP, THE SCALPERS THREE!" SALES REWARDS

TICKETS SOLD	"SHAVE THE HYPELLO?" MISSION COMPLETE	MADE A PROFIT?	PRIZES GIVEN BY TOBLI
0-5	NA	NA	Nothing
6-9	Mission Complete	Yes	Profits, Seething Cauldron Garment Grid
		No	Nothing
	Incomplete	Yes	Profits, Seething Cauldron Garment Grid, Gun Mage Dressphere
		No	Gun Mage Dressphere
10	Mission Complete	Yes	Profits, Seething Cauldron Garment Grid, Muscle Belt
		No	Seething Cauldron Garment Grid, Muscle Belt
	Incomplete	Yes	Profits, Seething Cauldron Garment Grid, Gun Mage Dressphere
		No	Seething Cauldron Garment Grid, Gun Mage Dressphere



## "YRP, THE SCALPERS THREE!" CUSTOMER BUYING RATES

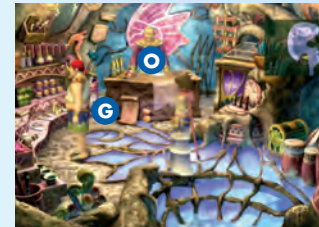
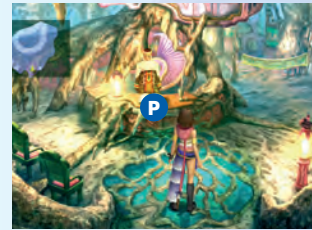
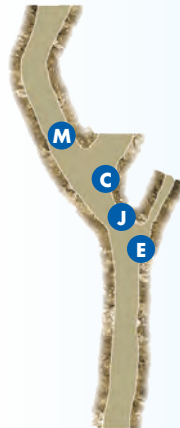
MAP LETTER	CUSTOMER	WILL PAY
A	Al Bhed Woman wearing pink near entrance.	Up to 1500 gil
B	Man wearing yellow and brown, standing in grass.	200 gil
C	Woman wearing red headband, before reaching Tobli.	Up to 1500 gil
D	Woman standing beside child, after Tobli.	Up to 1000 gil
E	Woman wearing yellow and orange, standing across from Save Sphere.	Up to 1500 gil
F	Man wearing orange and green, sitting on bench.	Up to 1000 gil
G	Person wearing green sitting on dock stairs.	Up to 1500 gil
H	Person wearing green, standing next to dock.	Any gil amount
I	Child wearing white shirt, standing beside Hypello.	Up to 2000 gil
J	Person in yellow dress, standing at the top of the ramp.	Up to 2000 gil
K	Guard sleeping while standing.	Up to 500 gil
L	Woman in green standing across from bench.	Any gil amount
M	Man wearing blue and yellow, standing on the left side of the path.	Up to 1500 gil
N	Man speaking to elderly woman near entrance to Guadosalam.	Up to 500 gil

# GUADOSALAM

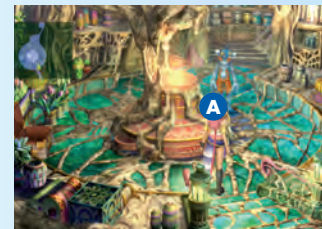
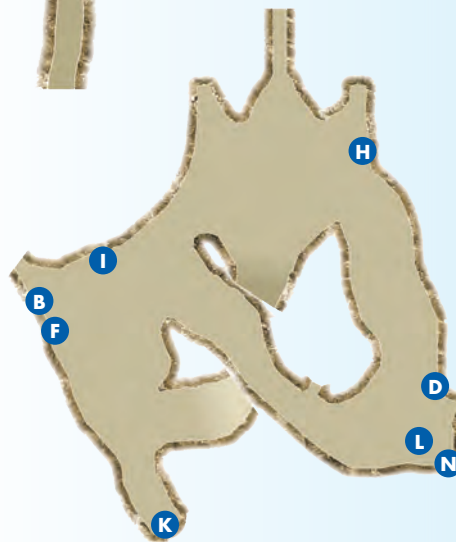
COMPLETION: +0.2%

## Scouring for Location Clues

Visit Guadosalam early in Chapter 2 because all of the citizens divulge clues to locations where the Leblanc Syndicate may be searching. These clues indicate where you can find three uniforms. While conversing with the citizens, approach the Syndicate Goons at the chateau doors to trigger a scene worth a few completion points.



## Information Trade



The man who sells you the data may be the one in the market for the information. If so, he will pay the most for it!

The man behind the counter at the inn will sell some “valuable data” for 10,000 gil if you choose the “Got any data?” option. After your purchase, he provides a vague clue regarding the identity of the buyer. Speak to him a second time and choose the data option again to learn a second hint. You must sell the data to the exact person referenced in the clues. This person will buy the data for the amount of gil listed in the table to follow. If you attempt to sell the data to the wrong person, the true buyer lowers the price he or she is willing to pay by 10,000 gil per wrong person spoken to.

The data buyer is chosen randomly. Before speaking to the information broker to start this task, save your game at the Save Sphere. The buyer who will pay the most for the data is, for some reason, the data peddler himself! If the clues given by the data peddler are not the ones that indicate that he is the buyer, use the pause feature to quit to the main menu so you can load your recent save and try again. This is a great way to make 90,000 gil while barely lifting a finger. Great for lining your own coffers, or for helping pay down O’aka’s debt!

LOCATION	HINT 1	HINT 2	PAYS
A	He is someone loafing about indoors.	It looks like this guy has some time to kill. Maybe he’s housesitting?	25000 gil
B	The person is a woman.	She would appear to enjoy speaking with other women.	25000 gil
C	The guy you’re after is just sitting around.	Step outside and you should find him easily.	25000 gil
D	It’s someone right next to a door.	I believe I saw them by the door to Tobli Productions.	30000 gil
E	This man bears himself with confidence.	He should be just outside.	30000 gil
F	It was someone rather young, yes.	Perhaps this person is watching to see when a certain door will open.	30000 gil
G	This individual can be found indoors.	This person is one bad customer.	30000 gil
H	I believe it’s someone interested in joining the Leblanc Syndicate.	She’s not a man, which would make her a woman.	40000 gil
I	It’s someone sitting down. I wonder what he’s doing there?	He’s near the door that will not open.	40000 gil
J	It’s a guy sitting down.	He’s a rather little fellow.	50000 gil
K	It’s someone near the door that will not open.	He seemed concerned about relations between the Guado and the Ronso.	50000 gil
L*	I haven’t the slightest clue what this guy is doing.	He works for someone who never slows down.	50000 gil
M	It’s someone by the entrance to town.	He should still be by the road that leads to the Thunder Plains.	60000 gil
N	It is a woman.	She often talks with the Hypello.	70000 gil
O	This guy’s in a place you wouldn’t expect.	It seems he’s gathering data for commercial reasons.	80000 gil
P	It’s the last person you’d expect, no question.	It’s the closest person you can find.	100000 gil

\*The Hypello moves all around the upper level of town; his position may vary.

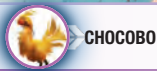
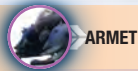
Chapter 02 Walkthrough 100% Checklist Mini-Games Friends



# THUNDER PLAINS

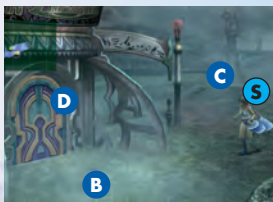
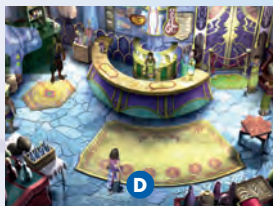
COMPLETION: +0.2%

ENEMIES



## ITEM CHECKLIST

- Echo Screen (x4)
- Potion (x3)
- Pearl Necklace
- Silence Grenade (x2)
- Ether (x2)
- Phoenix Down (x2)
- Samurai's Honour Garment Grid



## Pops Is Grumpy

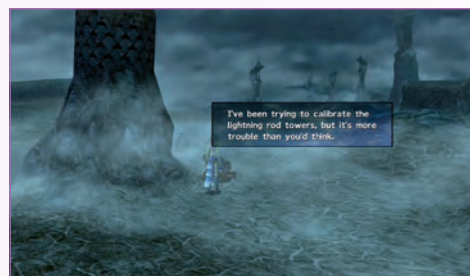


Speaking with Cid accumulates a meager few completion points, but in the long run, it's worth it.

During Chapter 1, if you told Cid that you weren't happy with the tourism at Zanarkand, he will be skulking around in the first area of the Thunder Plains. If you have trouble picking him out in the darkness, look for a red "X" on the on-screen map.

## Lightning Tower Calibration

The following describes a set of mini-games. These events do not count toward your completion percentage, but they're fun mini-games and make a specific mission in Chapter 5 a bit easier, along with granting some terrific gear much further down the line. Upon entering the Thunder Plains during Chapter 2 from either entrance, an AI Bhed is crouched near a lightning tower attempting to calibrate it. Speak to the AI Bhed twice and offer to calibrate the towers. The AI Bhed retreats to the safety of the Travel Agency while the Gullwings set about their work. If you want to know how well you're doing, or want further instructions, look for him inside the Travel Agency and ask to view your stats. After attempting to calibrate each tower at least once, and getting a clean 30 hits on at least five of them, speak to the technician inside the Travel Agency to receive the **Samurai's Honor Garment Grid**.



Talk to the AI Bhed technician to start calibrating lightning towers.



Calibration is a fun mini-game that tests your memory and reflexes.

Each lightning tower is calibrated via a challenging mini-game. For example, approach the lightning tower closest to the Save Sphere near the entrance from Guadosalam, and press  $\otimes$  to start calibrating the tower. A series of PlayStation controller buttons appears. Memorize the buttons and their order. When the lightning tower is ready, press the controller buttons in the correct order. All of the towers feature mini-games based on pressing a series of buttons. As you score higher, the game becomes progressively faster and you're forced to input the answer more rapidly or the round counts as a miss. You must input the correct series of buttons 30 times to calibrate any tower, with no more than two misses allowed on a given attempt.

The towers closest to Guadosalam are the easiest to calibrate. The difficulty of the towers increases as you get closer to the exit to Macalania Woods. There are 10 lightning towers, nine on the plains and a tenth one that stands outside the boundaries of the map. To calibrate the tower you cannot reach, search along the edge of the lake and press  $\otimes$ .



# MACALANIA WOODS

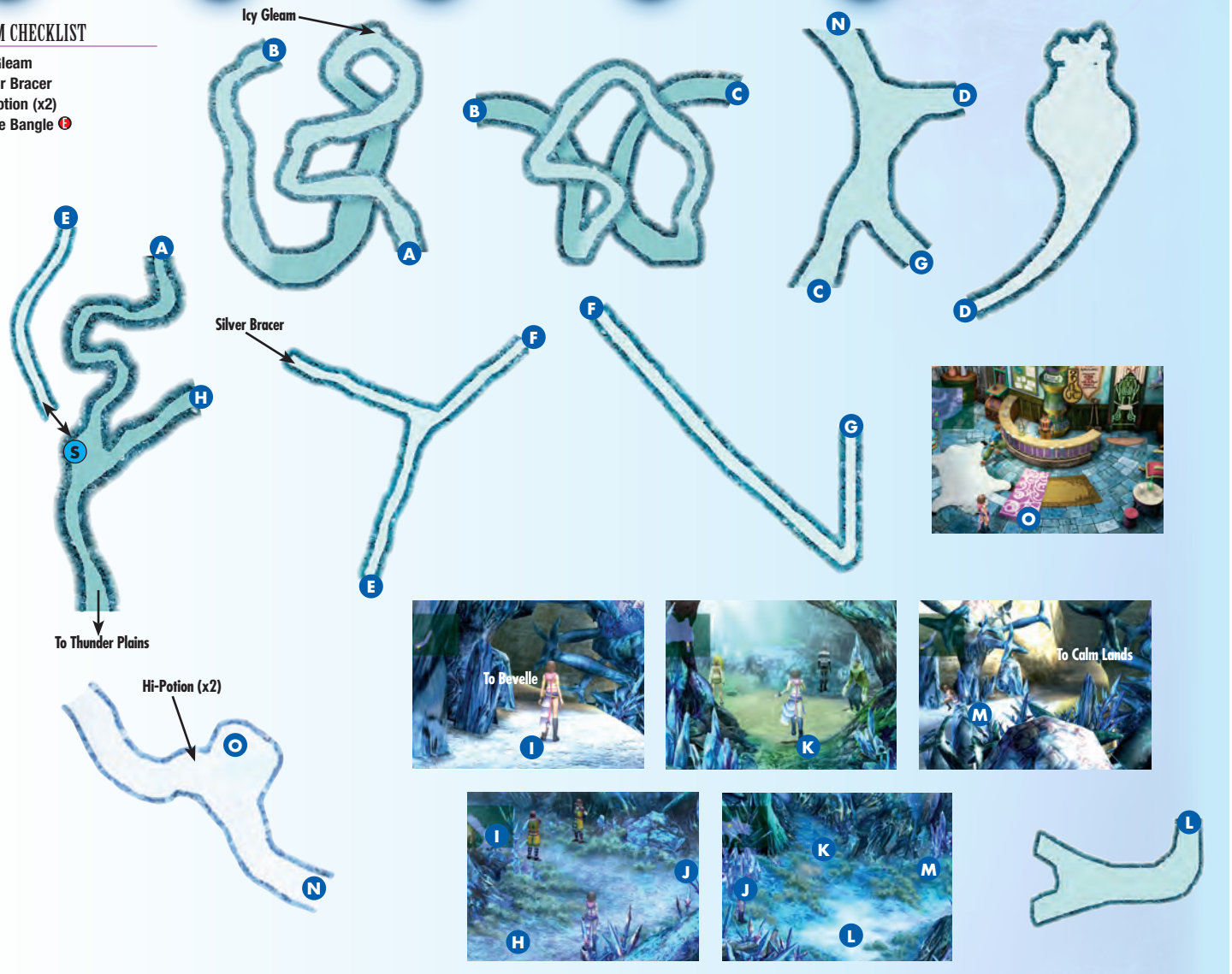
COMPLETION: +1.4%

ENEMIES

- AMORPHOUS GEL
- BARBUTA
- CHOCOBO
- DEEP HAIZHE
- FLAN AZUL
- GOLD ELEMENTAL
- HAIZHE
- RED ELEMENTAL
- SALLET
- WHITE ELEMENTAL
- XIPHACTINUS

## ITEM CHECKLIST

- Icy Gleam
- Silver Bracer
- Hi-Potion (x2)
- Haste Bangle



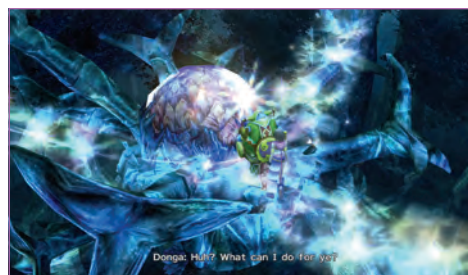
## Reunion of the Doomed

Run a short distance up the tree branch path to intercept Tobli's Hypello assistant, who is frantically waving his arms. The Hypello needs you to find the musicians that disappeared from the forest in Chapter 1.



Speak with the Hypello to get things started.

Follow the shimmering path that starts from the ground next to the Save Sphere. When you reach the four-way intersection deep in the woods, travel along the top-right path to the spring. Near the tree, speak to the musician in blue, Bayra. As he explains, you must step inside small circles of blue butterflies scattered throughout the forest to find the other two musicians.



Donga is located at the intersection on the shimmering path.



Stepping inside the blue butterfly circle near the spring reveals Pukutak.



When the two missing musicians are found, Yuna automatically returns to the Sphere Spring. Move forward and speak to Bayra again to complete the mission and receive a **Haste Bangle**. At this point, the game asks if you want to return to the Celsius. Choose “No,” and head back to the Thunder Plains entrance of Macalania Woods. Once there, speak to the Hypello who asked you to complete the mission. He’s hanging out by the Save Sphere near the entrance point. He gives you a **Bitter Farewell Garment Grid** as reward. If you completed the “Shave the Hypello?” mission during Chapter 1 *before* talking to Tobli, the Hypello also generously bestows upon you a **Minerva’s Plate**. Don’t return to the Celsius without claiming your reward from the Hypello!

### THERE’S ALWAYS TIME FOR TROMELL

If you did not speak to Tromell during a visit to Macalania in Chapter 1, he emerges from the forest as the musicians depart. Speak to him four times to get the **Full Throttle Special Dressphere** for Paine!

## Al Bhed for Business

If you completed the mission “Follow That O’aka!” during Chapter 1 and chose to turn O’aka in to the Al Bhed, the Travel Agency near frozen Lake Macalania is now open. The Al Bhed sell a fairly common lot of items and accessories. However, you still have a chance to make amends with O’aka and help him return here to open the best accessory shop in the game. Refer to the Bikanel Desert section of the Chapter 2 walkthrough to learn how to bring O’aka here to open an excellent shop.

### MACALANIA TRAVEL AGENCY SHOP (AL BHED VERSION)

ITEM	COST
Potion	50
Phoenix Down	100
Antidote	50
Eye Drops	50
Echo Screen	50
Soft	50
Holy Water	300
Icy Gleam	3000
White Ring	3000

# BEVELLE

COMPLETION: +0.0%

ENEMIES



YAC-13\*



YEVON DEFENDER\*



YEVON GUARD\*

\* Will only appear if you returned the sphere to the Youth League.

## Two Receptions

If you gave the stolen sphere to the Youth League and attempt to enter Bevelle during the mission to obtain three Syndicate Uniforms, each set of guards along the route attacks. If you reach the doors, the New Yevon forces attack with machina. The Gullwings are then forced to retreat.

However, if you gave the stolen sphere to New Yevon, then everyone here is happy to see the Gullwings. Proceed up the path and through the doors to the second area. You cannot gain access to the temple due to some crisis inside, but Pacce and the Kinderguardians are playing in the courtyard. Speak to Pacce to receive a **Cat’s Bell**. This accessory allows the character who equips it to slowly recover HP while walking around a map.



# CALM LANDS

COMPLETION: +0.8%

ENEMIES



AHRIMAN



AMORPHOUS GEL



ARMET



BLUE ELEMENTAL



CHOCOBO



COEURL



DEATH DAUBER



DIVEBEAK



FLAN BLANCO



NASHORN



PEREGRINE



QUEEN COEURL



SKINK



WILD WOLF

### ITEM CHECKLIST

Ether (x2)  
Chocobo Wing (x2)

Phoenix Down (x2)  
Phoenix Down (x2)

Alchemist Dressphere ⓘ  
Highroad Winds Garment Grid ⓘ

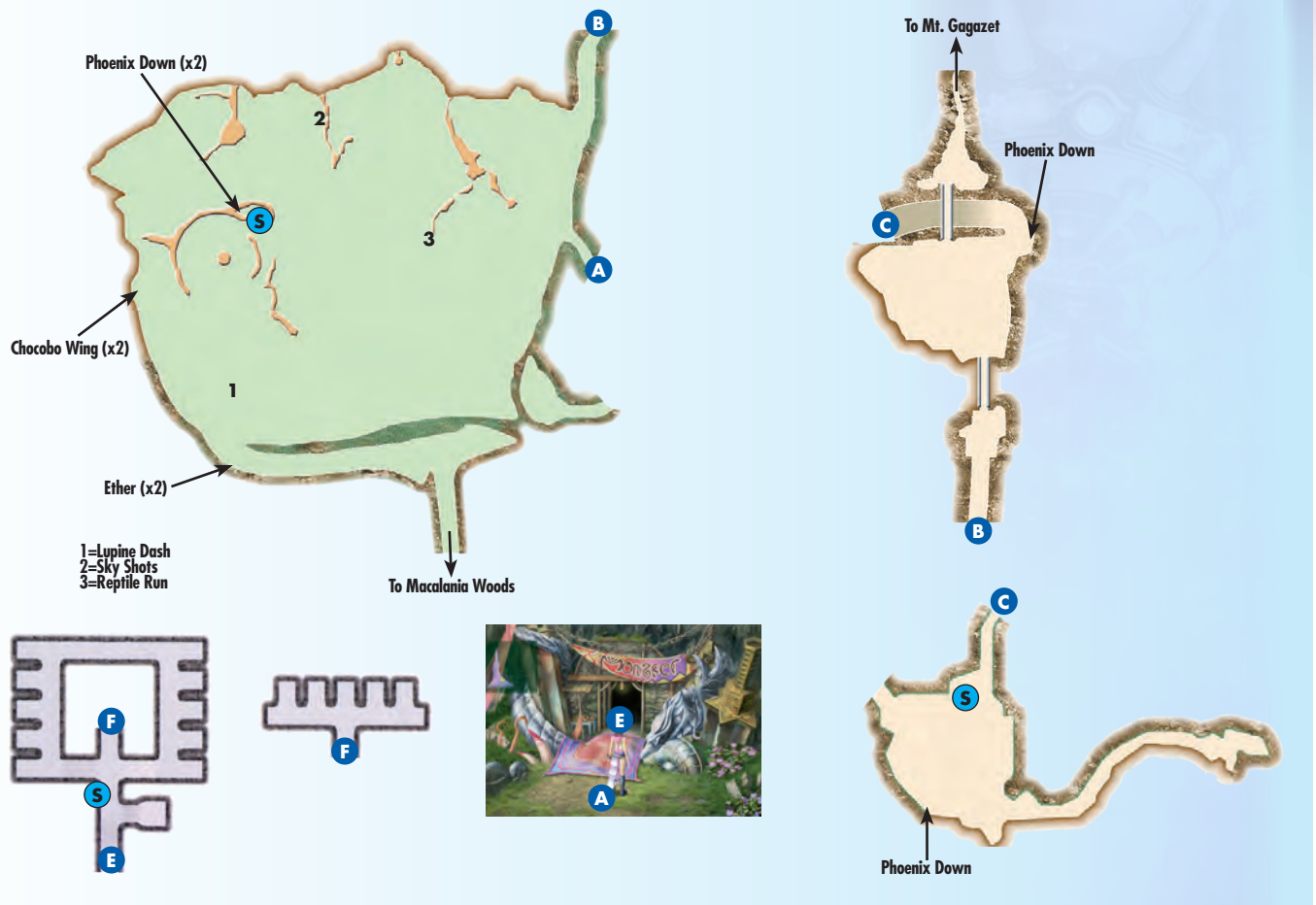
## Clasko’s Deathtrap Fixer-Upper

If Clasko is onboard the Celsius, enter the Calm Lands via the airship navigation panel to trigger a scene with him. When Clasko takes off for the building where the old Monster Arena used to be, choose the option to follow him. The Gullwings find Clasko whining outside a small alcove. When he’s through, talk him into letting you remove the pesky fiends from the place.

Yuna enters the ruins of the old Monster Arena, which is full of fiends. Use the Save Sphere near the entrance, and return to use it again between each battle to restore your party. Down the short passage to the right is a fiend. Move toward the fiend until a battle with a Skink begins. After the battle, a counter displays the number of fiends remaining. You must kill five more fiends in the ruins; however, some of them are illusions.



Clasko’s dying to pursue his dreams in the Calm Lands.



Characters  
Garment Grids  
Accessories & Items  
Game System  
Chapter Primer  
1  
2  
Walkthrough  
3  
4  
5  
100% Checklist  
Mini-Games  
Fiends

All of the illusionary fiends are facing the real fiend. If you touch three illusions by mistake, the real fiend changes location and you must find the real fiend's new location. Judge the direction the fiends are facing, then head toward that side of the ruins. Go down the row of corrals until you find a fiend that is facing the opposite way of all the other fiends. The first fiend facing the wrong way is often the real fiend. If you touch the wrong fiend a couple of times, helpful arrows appear above the fiends to indicate the directions they are facing.



To clear the fiends, move toward fiends visible on the map until a battle begins.

Before the end of Chapter 3, you must catch a chocobo if you want to gain the full completion percentage. Once a chocobo appears among a group of enemies, use a Gysahl Green to keep the yellow bird from running off. Defeat the fiends around the chocobo, then use another Gysahl Green to capture it. Don't issue multiple attack commands when attempting to capture a chocobo. By doing so, a fiend might perish and a character with an attack command in queue will assault the chocobo and drive it off no matter how many greens you have fed it.

**BLASTER MASTER**

Be extremely careful around the Queen Coeurls. While their lesser counterparts can reduce a party member's HP to 1 with a single attack, a Queen Coeurl can instantly kill a character. Run back and touch the Save Sphere between battles if needed to keep your party in optimum fighting shape.

After defeating five fiend parties in this manner, Clasko is found cringing near the entrance. Move up the short corridor to the right to find the fiend he is looking at. Touch the fiend to begin a battle with three Blue Elementals.

**Begin Catching Chocobos!**

After the sixth set of fiends dissolves, you receive the **Alchemist Dresssphere** and the **Highroad Winds Garment Grid**. Score! Talk to Clasko to get a number of **Gysahl Greens**, which are used to catch chocobos, and **Pahsana Greens**, which are used to raise them. Clasko knows everything regarding the capturing, raising, and training of chocobos.



Chocobos are common on the Calm Lands. A captured chocobo appears at Clasko's chocobo ranch, where you can view its stats.

**Lian and Ayde**

Before or after finishing the mission to aid Clasko, head for the Travel Agency in the Calm Lands' western section to find the two Ronso youths standing to the left. After speaking with the two youngsters, head to Mt. Gagazet on foot.



Lian and Ayde are the two young Ronso that Kimahri is worried about.



# MT. GAGAZET

COMPLETION: +1.0%

ENEMIES

- AHRIMAN
- BICOCETTE
- BULLY CAP
- DR. GOON
- FEM-GOON
- FLAN AMARILLO
- FLAN PALIDO
- FLY EYE
- PROTOCHIMERA
- SHANTAK
- TAKOUBA
- VIPER SNIPER
- WHITE FANG
- ORMI

## ITEM CHECKLIST

- Elixir
- Hi-Potion
- White Cape
- Phoenix Down
- Syndicate Uniform
- Stonehewn Garment Grid

## Ronso Need More Reassurance

Speak to Kimahri and the Ronso gathered near the entrance of Mt. Gagazet and answer each of their concerns with the correct responses. You must talk to Kimahri twice: once to undertake the mission currently available at Gagazet, and then a second time to appease his anxieties. If you correctly addressed the concerns of all the Ronso during Chapter 1, a certain boss fight becomes a little easier to deal with in Chapter 3. Also, you'll be well on your way to immortalizing Yuna in a way you never thought possible.



Correctly addressing Kimahri's worries nets you a valuable prize later. Again, you must be firm with Kimahri and tell him to handle his own problems.

## Mountain Pursuit

Use the teleport pad near the entrance to quickly travel to the Mountain Trail area. Ascend the slope to the left and follow the trail until the mission begins. Follow the Fem-Goon by climbing the cliffs to the top ledge. Enter the cave off to the right side.



Look for a treasure chest on a rock platform floating off the side of the mountain ledge. To reach it, slowly WALK from the cave toward the edge and the platform won't rise. Jump to the platform to obtain the Elixir inside the chest.

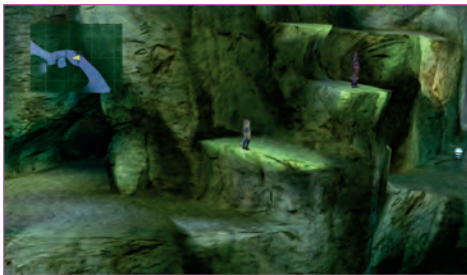


## RONSO CONCERNS AND ANSWERS, CHAPTER 2

MAP LETTER	DESCRIPTION	CONCERN	YUNA'S ANSWERS	TRUST
A	Woman standing beside Kimahri.	Worry is great burden on Elder's shoulders.	He does seem very tired. You should help Kimahri! Of course—he's the elder.	+1 0 -1
B	Garik	Ronso youth grow strong, destroy hated Guado. Garik swear to mountain! Garik avenge murdered Ronso!	Have you talked with Kimahri about this? What if the Guado retaliate? That won't make anyone happy.	-1 +1 0
C	Male walking around near exit to the snowy slopes area.	Al Bhed, too, suffer at hands of Guado. Guado is source of much chaos!	It's not as simple as that. Maybe the Guado really are to blame. The Al Bhed have put revenge behind them.	-1 +1 0
D	Female on screen's right side at entrance to Mt. Gagazet.	Guado must die for Ronso future!	You have to cool off and think. And what of the Guado? What future will that bring?	-1 +1 0
E	Male walking around near entrance to Mt. Gagazet.	Garik will march, fight Ronso enemies. Fight Guado!	Can you think of nothing but fighting? Please, try to think about it some more. Will that make you satisfied?	-1 +1 0
F	Male in red armor with green hair on screen's left side at entrance to Mt. Gagazet.	Elder is weakling, Garik move too slow! Guado will escape us!	They have to think everything through. Then... there won't be anyone left to fight. There's nothing we can do about it.	-1 +1 0
G	Guard near stairs in mountain cave of Mt. Gagazet. (Teleport to Fayth Scar and move upward.)	Many people come to sacred mountain uninvited. Sphere hunters are problem!	They're searching for the mountain's secrets. They should take better care of the mountain. That's the way things are now.	0 +1 -1

Head through the cave and jump over the platforms. Keep an eye glued to the on-screen map and take the side path to a small cave where a **Hi-Potion** is in a chest on a ledge. Return to the floating rock path and continue hopping and running toward the exit.

## Choice of Events



If you attempt to continue climbing the cliffs just above the hot springs overlook, the winds blow too hard and the Gullwings must turn back.

Emerging from the cave's other side, you should spot the Fem-Goon on the move again. If you follow her directly, taking the lower ledge toward an immediately visible Save Sphere, you'll see the next scenario play out in short form—the low path takes you directly to the hot springs, but you miss some items and completion percentage.

However, if you ascend the cliffs to the highest ledge instead of following the Fem-Goon directly, the scenario is greatly extended. This series of events awards more completion percentage than the other, but it's fun to know that you can experience two different sequences.

## PATH A (FOLLOW FEM-GOON DIRECTLY TO HOT SPRINGS)

The Gullwings spot the Fem-Goons soaking in the hot springs.

Ormi enters and stumbles onto the Gullwings.

**Boss Fight: Ormi**

**Battle with Fem-Goon squad.**

**Obtain Syndicate Uniform**

## PATH B (PROCEED TO TOP CLIFF)

The Gullwings spy from above on the Fem-Goons getting out of the hot springs.

The cliff crumbles, spilling the Gullwings into the hot springs, frightening off Ormi and the Fem-Goons.

**Obtain Syndicate Uniform.**

**The Gullwings bathe in the hot springs.**

**Exit the hot springs; the Gullwings encounter the Fem-Goon squad.**

**Boss Fight: Ormi**

## ORMI



Ormi fights in the same manner as in previous battles, so use the same tactics against him here. Prevent Ormi from attacking by using items or dances that put him to sleep. Unleash a few chain attacks or second-level Black Mage spells, such as Fira or Blizzard, to end the battle. Complete this mission to receive a **Syndicate Uniform** and the **Stonehewn Garment Grid**.

HP: 1350	MP: 22	EXP: 180	AP: 1
Gil Dropped: 200	Steal: Normal: X-Potion Rare: Elixir		
Pilfer Gil: 520	Drop: Normal: Beaded Brooch Rare: Beaded Brooch		





# ZANARKAND RUINS

COMPLETION: +0.4%



## ITEM CHECKLIST

Dispel Tonic  
Phoenix Down (x2)  
Hi-Potion(x2)

Grenade (x2)  
L-Bomb (x2)  
Remedy

Lunar Curtain  
Mana Spring  
1000 gil

Light Curtain  
Remedy (x3)  
Remedy (x2)

Ether (x2)  
Elixir (x2)  
Phoenix Down (x2)

Hi-Potion (x2)  
Soul of Thamasa ❶

**OPERATION: MONKEY! MATCHES**

SET	LOVER	SOUL MATE
1	Birch	Sequoia
2	Spring	Autumn
3	Dusky	Dawne
4	Rosemary	Thyme
5	Terran	Skye
6	Minni	Maxx
7	Summer	Winter
8	Peke	Valli
9	Canis	Felina
10	Arroh	Quivrr
11	Golde	Sylva
12	Luna	Sol

## Operation: Monkey!

The tourists seem to be leaving the treasure chests unopened, so enter the dome and speak to Isaaru to find out why. He is standing at the base of the stairs, wondering how he's going to prevent the monkeys that are infesting the ruins from driving off tourists. As Isaaru leaves, Rikku and Paine get the crazy idea of breeding the monkeys to increase their population, thus scaring away the tourist trade permanently.

To complete this short side quest, grab a monkey that is in love and offer it to the other monkeys inside the Zanarkand dome until you find the monkey's soul mate. When small hearts start emanating over a monkey's head, it means that it is ready for true love. Press  $\otimes$  to grab a monkey. As Yuna is holding the lovey-dovey creature in front of her, move to other monkeys and check to see if they like the monkey that you're holding by pressing  $\otimes$ . If the monkeys are a match, the two instantly fall in love.

The location of each monkey and its soul mate is marked on the maps above. Match a red numeral with its corresponding purple numeral to make a match. After matching up all 12 pairs of monkeys, you complete the mission and receive a **Soul of Thamasa** accessory.



The monkeys are connected by their names.

# BIKANEL DESERT

COMPLETION: +0.2%

ENEMIES

- ANGRA MAINYU
- BOLT DRAKE
- CHOCOBO
- FLY EYE
- HRIMTHURS
- KILLER HOUND
- NASHORN
- LOGOS
- FEM-GOON

## ITEM CHECKLIST

Machina Maw Dressphere Hour of Need Garment Grid

## Water We Doing Here?

Nhadala is worried about strange events and odd interlopers in the Oasis region. Talk to the pilot twice and ask him to fly to the Oasis for a look. Approaching the water's edge, Yuna finds Rikku's **Machina Maw Special Dressphere**. Logos and the Leblanc Syndicate then ambush the Gullwings.

## LOGOS, FEM-GOON (X2)



Use the first few turns to eliminate Logos's companions, reducing the number of enemy turns per round. Logos unleashes a new attack during this battle, Hail of Bullets, wherein he shoots the entire party with a volley of shots. Logos also attempts to incapacitate

the party with bombs that inflict Darkness or Silence. If his bomb tossing becomes a problem, have a Songstress tame the fierce gun master by casting Sleepy Shuffle. The **Hour of Need Garment Grid** is awarded for defeating the trio and completing this short mission.



<b>LOGOS</b>	HP: 1220	MP: 46	EXP: 160	AP: 1
Gil Dropped: 200	Steal: Normal: Mega-Potion	Rare: Elixir		
Pilfer Gil: 460	Drop: Normal: Lure Bracer	Rare: Lure Bracer		
<b>FEM-GOON (X2)</b>	HP: 160	MP: 172	EXP: 10	AP: 1
Gil Dropped: 70	Steal: Normal: Potion	Rare: Potion		
Pilfer Gil: 200	Drop: Normal: Potion	Rare: Potion		

## O'aka Pays Off His Own Debt

If for some reason you elected to turn O'aka over to the Al Bhed to pay off his own debt, he will be found in the desert toiling away! After taking care of business at the Oasis, return to the digger's camp and speak to the man in green standing beside the hover. It sounds like someone familiar is toiling away in the Southern Expanse. Ask the pilot to fly you to the Southern Expanse to look for O'aka.

Repeatedly excavate treasures and machina in the Southern Expanse. During an excursion, a green "X" may appear on-screen. Head for it to find O'aka. He paid off his own debt and is now weary from his toils. Allow him to come aboard the Celsius.

Back onboard the Celsius, run to the Cabin to visit the merchant. Ask to see his goods, which are all slightly cheaper than usual. He then begins to sell items at ridiculously cheap prices! In addition, he and his brother Wantz later reopen the Travel Agency at Macalania, selling some of the better accessories in the game!

# GUADOSALAM—LEBLANC'S CHATEAU

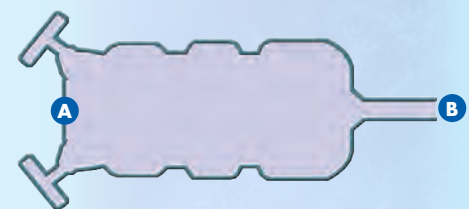
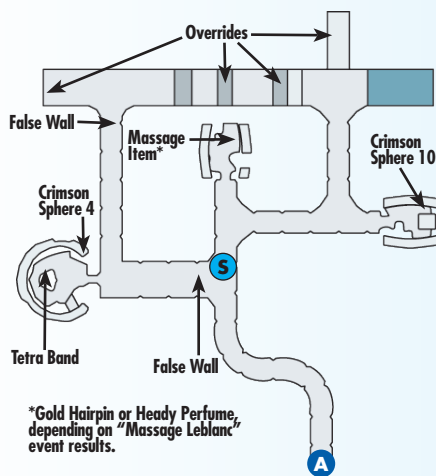
COMPLETION: +4.0%

ENEMIES

- BATTLESLAKE
- DR. GOON
- FEM-GOON
- ORMI
- LOGOS
- LEBLANC

## ITEM CHECKLIST

Heady Perfume or Gold Hairpin Crimson Sphere 10 Bum Rush Garment Grid Healing Light Garment Grid





## Three Uniforms Collected

As you track down Leblanc Syndicate members and steal their uniforms, one by one the Gullwings on the bridge of the Celsius don the uniforms of their rivals. When the third uniform is obtained, the party automatically returns to the Celsius. For completing the mission to get three Syndicate Uniforms, you're awarded the **Bum Rush Garment Grid**, which is fabulous for anyone you've set up as a physical attacker.

### DESTINATION: CHAPTER 3!

With all three uniforms obtained, access to Leblanc's chateau in Guadosalam is open. If you need to go somewhere else and complete any remaining side missions, be sure to do it before you change into the uniforms. Once you change into the uniforms at Guadosalam, you will be unable to return to the Celsius. After the mission inside the Syndicate's hideout, Brother automatically flies to Bevelle.

## Faking and Entering

In Guadosalam, approach the doors guarded by Leblanc Syndicate Goons. The girls automatically put on their uniforms and slip inside. After the scene in the foyer, head through the door at the back of the first level. Proceed to the living room's far side and receive your orders from Logos and Ormi. They need someone to go upstairs and massage the boss.

Return to the foyer and ascend the stairs to the upper level, where Leblanc demands a massage at once. To massage her, move the heart-shaped icon to any point on the grid and press  $\otimes$ . Not only does Leblanc react vocally, but the icon lights up a certain color:



Ormi: You know, use your talents to help her, uh, unwind.

You must completely satisfy Leblanc within 15 rounds. A round concludes each time you attempt to massage a spot. Points are awarded based on the color of the heart icon revealed. The better the spot, the more points you receive. If you fail to score 32 points within 15 rounds on your first attempt, you're forced to do it again.

If you retry, Leblanc awards more points, but the item found in Ormi's bedroom within the secret corridor changes from the **Gold Hairpin** to the **Heady Perfume**. While the Heady Perfume raises a few stats, the Gold Hairpin cuts the MP cost of spells by half. If you don't satisfy Leblanc on the first try and want the other item, load a recent save and try again.



## Revealing the Secret Passage

The secret switch is on the back wall of the living room on the chateau's first floor, between the blue pedestal and the door. Once the girls are inside the secret corridor, proceed down the curving passage until Ormi discovers the group.

## ORMI, FEM-GOON, DR. GOON



Ormi: Ah! The Gullwings!

Quickly take out Ormi's sidekicks, then use a few Black Mage spells on Ormi. Try to inflict more damage when Ormi holsters his shield in preparation for one of his special attacks. Ormi's Huggles attack inflicts several hits to one character, perhaps even enough to KO her. Revive a fallen ally with a tuft of Phoenix Down, then use a Hi-Potion and continue your assault. Inflict Ormi with Poison or Darkness to give yourself an advantage.

**ORMI** HP: 1640 MP: 40 EXP: 220 AP: 1

Gil Dropped: 220 Steal: Normal: X-Potion Rare: Elixir  
Pilfer Gil: 560 Drop: Normal: Black Choker Rare: Black Choker

**FEM-GOON** HP: 167 MP: 172 EXP: 10 AP: 1

Gil Dropped: 70 Steal: Normal: Potion Rare: Potion  
Pilfer Gil: 200 Drop: Normal: Potion Rare: Hi-Potion

**DR. GOON** HP: 232 MP: 41 EXP: 10 AP: 1

Gil Dropped: 50 Steal: Normal: Budget Grenade Rare: Grenade  
Pilfer Gil: 160 Drop: Normal: Potion Rare: Grenade



## Snooping Around the Goons' Quarters

Proceed down the secret hallway and use the Save Sphere on the left. Continue past the Save Sphere and open the purple doors at the corner. Inside Ormi's room is the chest containing the item determined by your skill at massaging Leblanc—either the **Heady Perfume** or the **Gold Hairpin**.

Outside Ormi's chamber, continue down the next section of corridor and enter the next set of purple doors. Pick up the **Crimson Sphere 10** on Logos's bedside bookshelf. After viewing Crimson Sphere 10, Yuna and crew are discovered once again!

## ORMI, LOGOS



Logos's attacks are more frequent and tend to interrupt your characters' attacks; focus on him first. Steal from him, then let a Black Mage douse him with spells. Logos occasionally performs Russian Roulette, a weak attack that tends to apply status ailments (such as Poison or KO). With Logos down, treat Ormi to some strong Black Mage spells but watch out for his devastating Huggles attack. Poison, Sleep, and Darkness can reduce the ability of either thug to attack.

**ORMI** HP: 1840 MP: 42 EXP: 240 AP: 1

Gil Dropped: 230 Steal: Normal: X-Potion Rare: Elixir  
Pilfer Gil: 580 Drop: Normal: Defense Veil Rare: Defense Veil

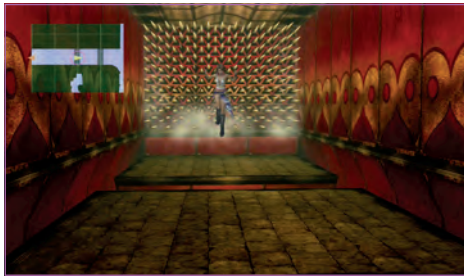
**LOGOS** HP: 1432 MP: 64 EXP: 240 AP: 1

Gil Dropped: 230 Steal: Normal: Mega-Potion Rare: Elixir  
Pilfer Gil: 580 Drop: Normal: Favorite Outfit Rare: Favorite Outfit

## Deactivating the Security System

Exit Logos's room, head down the corridor to its right, and climb to the top of the raised ledge. Rather than leap from ledge to ledge down the corridor, drop into the first pit. Within this pit, you'll discover one of three switches that override the security system. Activate the switch, climb the next section, and drop into the next pit. Turn on yet another override switch, climb out, and proceed to the end of the corridor.

As you proceed toward the back wall, panels slide away to reveal sharp spikes. Turn and run down the corridor, leaping from ledge to ledge as quickly as possible. If you drop into a pit, climb out fast and continue. When you reach the bottom edge of the corridor, wait for the wall to catch up. In order to reach the alcove above the passageway, you must let the spikes catch up to you at this point. Doing this triggers a short scene of the girls outrunning the spikes and jumping to the alcove above. Press the override in this corridor to finally deactivate the booby traps.



*The spikes are more threatening than harmful.*

## Uncovering Leblanc's Room

With the booby traps in the long corridor disabled, run to the top of the corridor and press the switch that is now visible on the back wall. A section of the corridor on the left slides down to reveal a new portion of the passage. Head into the newly opened corridor and enter the first doorway—a circular portal with Leblanc's seal engraved on it. Proceed into the room for the final showdown.

### RETURN TRIP REQUIRED

Some additional items are located in Leblanc's room, but they'll have to wait until you have a chance to return here during Chapter 3.

## ORMI, LOGOS, LEBLANC



Leblanc and crew have been practicing a three-person combo attack for the girls. Since Logos has a surprisingly low amount of HP, dispose of him as quickly as possible with a second-level Black Mage spell. This negates the ability of the Syndicate trio to use their No Love Lost combo. If the trio executes the attack, use a Mega-Potion to recover.

Leblanc motivates her men by casting Shell, Protect, and Regen on them simultaneously. Therefore, Leblanc is the next target. Use a Dispel

Tonic or a Dispel spell to get rid of the positive effects she casts on herself and Ormi. She is susceptible to Poison and Darkness, as are Ormi and Logos. After Leblanc is gone, finish up Ormi as quickly as possible. You receive the **Healing Light Garment Grid** for completing this mission.

**ORMI** HP: 1344 MP: 45 EXP: 260 AP: 2

Gil Dropped: 240 Steal: Normal: X-Potion Rare: Elixir  
Pilfer Gil: 600 Drop: Normal: Twist Headband Rare: Twist Headband

**LOGOS** HP: 989 MP: 70 EXP: 260 AP: 2

Gil Dropped: 240 Steal: Normal: Mega-Potion Rare: Elixir  
Pilfer Gil: 640 Drop: Normal: Charm Bangle Rare: Charm Bangle

**LEBLANC** HP: 1380 MP: 460 EXP: 380 AP: 2

Gil Dropped: 300 Steal: Normal: Elixir Rare: Elixir  
Pilfer Gil: 1500 Drop: Normal: Reassembled Sphere Rare: Reassembled Sphere





# BEVELLE—SECRETS OF NEW YEYON

COMPLETION: +2.6%

ENEMIES



## ITEM CHECKLIST

Remedy (x3)  
Remedy (x3)  
3000 gil  
Hi-Potion (x4)

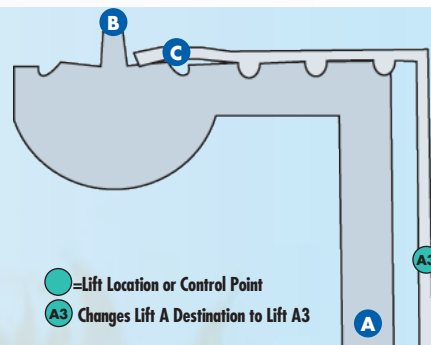
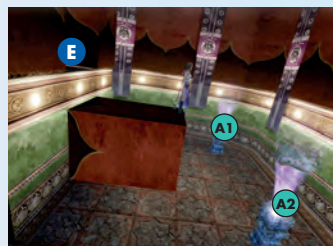
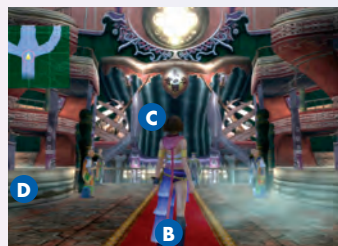
Potion (x8)  
Phoenix Down (x4)  
Chocobo Feather

Pearl Necklace  
Glass Buckle  
500 gil

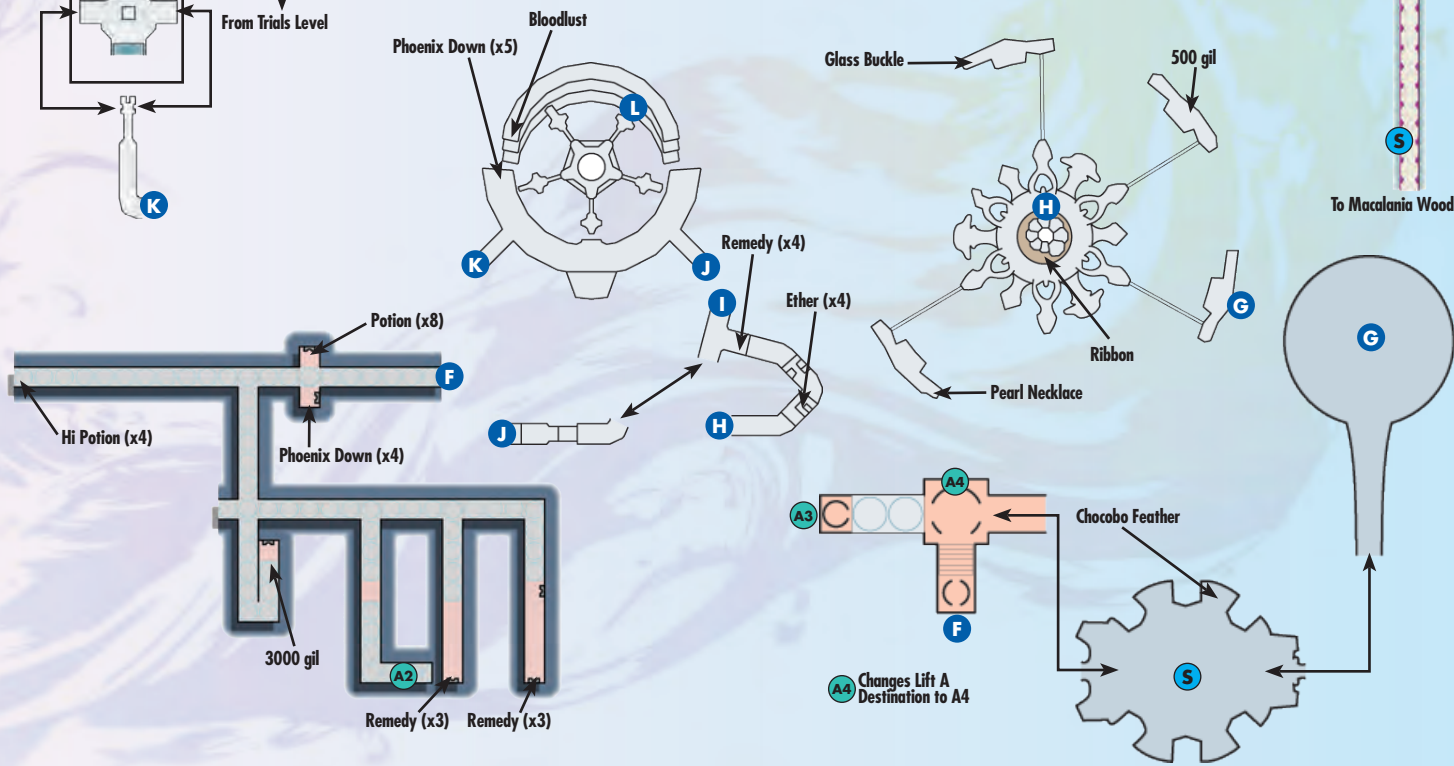
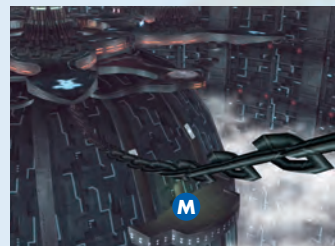
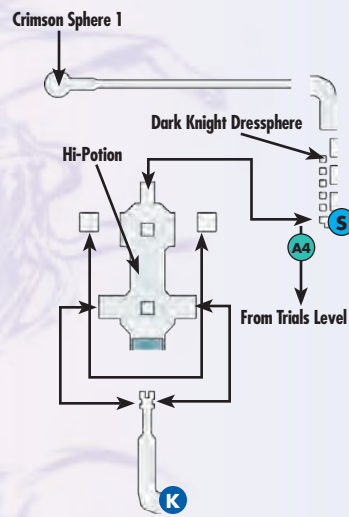
Ribbon  
Ether (x4)  
Remedy (x4)

Downtrodder Garment Grid  
Bloodlust  
Wring

Phoenix Down (x5)  
Hi-Potion  
Dark Knight Dressphere



A1 Changes lift A to destination A1.  
A2 Changes lift A to destination A2.



## Depending on Alliance

Leblanc and the Gullwings hatch a plan to find Baralai, the New Yevon praetor, and make him reveal the ominous weapon Vegnagun. If the Gullwings allied with New Yevon at the beginning of Chapter 2, you will have no problems proceeding directly to the temple. Along the way, speak to NPCs in the area to find out that some strange events have recently been occurring in Bevelle and that no one has any idea of the praetor's location.

If the Gullwings gave the stolen sphere to the Youth League at the beginning of Chapter 2, each set of guards that identifies the Gullwings will move in to attack. Battle up the Highbridge and avoid speaking to NPCs who may yell for help.

## Changing Lift Direction

Whether you're allied with New Yevon or not, the events occurring inside the temple are the same. Speak to the priests to learn more of the recent developments in Bevelle. The lift takes the group deep underground in the temple, but you must change its course. Follow the curving wall of the temple east toward the doorway. Inside the small room, climb onto the platform and step onto the seal using . A doorway opens in another chamber. Exit the small room and head back through the temple area to the lift chamber's west side.



Step on raised square platforms to activate glyphs.

Climb to the new opening in the wall and drop into a secret chamber. The two pillars here control the direction of the lift. Examine the pillar closest to the screen to change the direction of the lift in the central area. Return to the central area where the priests congregate and ride the lift down to the core of the temple.



When the lift hologram drops, it means that the lift will descend to the lower levels.

## Trial of Fiends

Although this mobile pathway was once the home of a head-scratching puzzle, you can now freely move through the chamber and collect the items stored inside the chests. While random battles will not occur, fiends materialize as you head for each chest. Proceed to the lift at the top level's east end, and ride it to the stage above.

## Bevelle Security Core

Barkeep the Hypello moves to the antechamber to set up shop, so use this opportunity to stock up on goods. Grab the **Chocobo Feather** from the chest in the corner, then save your game at the Save Sphere. The next section of the game is extremely challenging combat-wise and may prove to be a strain on the entire party. Enter with nothing short of full HP and MP.

### CONSERVE MP IN BEVELLE!

If you normally depend on a Black Mage to vanquish your foes, you won't be able to rely on the same strategy here. Try to conserve MP for the bosses, and enlist the aid of a skilled Gun Mage or two to take down all the machina and mechs in this area.

First, use the Scan ability on each robot to determine whether it is a machina or a mech. Then use Mech Destroyer or Dismantler to efficiently take down the sentries. YAC-13s are machina, while other machines (such as the YSLS-99s and YSLS-Zeros) are mechs.

Proceed into the Chamber of the Fayth and leap into the large hole in the room's center. The Gullwings find themselves in a massive, unknown chamber deep under Bevelle. Move along the platform toward the screen to find a machina pillar. Examine the pillar to receive a message regarding the security system inside this massive room. After doing so, return to the group and move to the edge of the platform. After the security shutdown begins, move toward the platform's top to make Yuna slide down a chain to the massive security station below. Move forward a few steps and prepare to battle a set of YAC-13s.

## The Watchtowers

After disposing of the first set of security drones, it's time to go about disabling the security towers. Yuna is standing in front of the first of three "blue towers." (Note the two blue lights positioned below the tower's steps are glowing brightly.) When the tower is activated, part of the security system shuts down. After a fight with a YSLS-Zero, a platform appears in the central pit.

When you can move again, proceed in a clockwise fashion around the circular area. The next tower is a "red tower." The only indication that this is a red tower is that the twin lights in front of the tower steps are not glowing at all. When you ascend the steps and touch the control panel, the two lights in front of the tower glow red. This triggers a fight with another mech, and then a second platform appears in the central pit.

Continue to move around the circle, ascend the stairs of every tower, and touch the control panel. When you activate the three blue towers, you must fight the Precepts Guard. At this point, three of the platforms in the pit form a large stairway to the level below.

Upon activating all three of the red towers, you must fight the Georapella boss. You will notice that three additional platforms have emerged in the pit, but they don't seem to go anywhere... for the moment.

### EATING ELEMENTS

Before undertaking the task of activating the security towers, it would be wise to equip your characters with Garment Grids such as Ice Queen, Heart of Flame, Thunder Spawn, or Menace of the Deep. These grids all have the ability to absorb a certain kind of elemental spell, which will prove invaluable against a particular boss monster encountered in the security tower room. The Psychic Dressphere also has various "eater" abilities which, when earned, allow the Psychic to absorb any incoming elemental damage.



The lights outside a "blue tower" remain blue once it's activated. The lights outside a red tower change colors when activated.



Move to the edge of the pit to view the progress of the platforms.



## PRECEPTS GUARD



The Precepts Guard inflicts Poison status by casting Bio and drains HP and MP from your characters. Because the creature casts Demi to reduce the entire party's HP by a percentage, you must have a White Mage present to cast Pray or Cure every round. The Precepts Guard may also inflict party members with Slow status, and it also has a Death attack that causes instant KO. For all these reasons, you must assault this fiend with extreme speed and efficiency.

Cast your most powerful Black Mage spells to defeat the fiend in the shortest amount of time possible. This way, you don't allow the fiend the opportunity to use too many of its attacks. While a Black Mage is casting and a White Mage is healing, a Warrior can cause a good amount of damage with the Excalibur attack. Excalibur is the only Holy-based attack at your disposal for the moment.

HP: 3680	MP: 9999	EXP: 700	AP: 1
Gil Dropped: 800	Steal: Normal: Mana Tablet	Rare: Mana Tablet (x2)	
Pilfer Gil: 1600	Drop: Normal: Regen Bangle	Rare: Regen Bangle	



## GEORAPELLA



Like the Precepts Guard, Georapella is also weak versus Holy. Therefore, the strategy for defeating the fiend is relatively the same. Use a White Mage to heal, have a Warrior attack with Excalibur, and use a Black Mage to cast powerful spells at the fiend.

Georapella's sole means of attack is casting third-level black magic spells at the

entire party. However, it can cast spells at an alarming frequency. Use Chocobo Feathers or a Chocobo Wing to thrust the Gullwings into Haste mode, which gives you more turns to deal with each spell attack. You can also let a Songstress cast Jitterbug every round. If your characters are low on MP, the boss has plenty to steal. A Black Mage can restore her MP with the MP Absorb skill, and other characters can use Mana Springs for the same purpose.

HP: 4420	MP: 9999	EXP: 800	AP: 1
Gil Dropped: 1000	Steal: Normal: Water Gem	Rare: Water Gem (x2)	
Pilfer Gil: 1300	Drop: Normal: NulTide Ring	Rare: NulTide Ring	



## Confusing Corridors

Proceed into the corridor and jump to the chest containing **Ether** (x4). Proceed to the next obstacle and climb the column on the right. Grab **Remedy** (x4) from the chest at the bottom of the ramp. At the T-shaped intersection, head to the right.

Run to the edge and step on the center of the three squares. This causes the square to drop away and a lift to appear. Ride the lift across the gap and exit to a balcony where a difficult-to-see chest holds a **Downrotter Garment Grid**.

Return to the T-intersection and head down the next corridor. Climb either column to trigger a reaction on both sides of the chasm. Now climb the other column from the inside to make a bridge form across the gap.



Climb the side of the column where the glyph is lit.

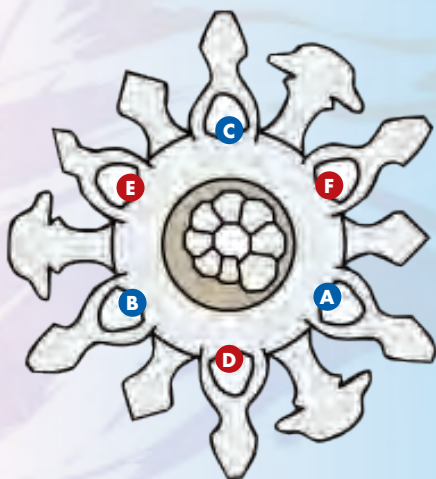
## Obtaining the Ribbon

Before leaving the security tower room, there is an additional challenging task to undertake to reach an extremely useful accessory. Now that the security forces in the room have been deactivated, the blue towers have gained new functions. When you touch the control panel of a red tower and then the control panel of a blue tower, one of the lower three platforms in the pit moves. Refer to the labeling on the accompanying map and follow the steps below to obtain a Ribbon accessory.

Once you have this item, you won't mind all the work required to obtain it. A Ribbon protects one character from all status ailments! If you're having trouble orienting yourself during this exercise, compare the highest platform leading into the pit to the top-most platform indicated on this map, just in front of blue tower A.

### STEPS TO ALIGN THE LOWER PLATFORMS

1. Touch the control panel of red tower D, then the control panel of blue tower A. The fourth platform from the top rotates to a new position.
2. At this point, you must fight a Precepts Guard or Georapella.
3. Touch the control panel of blue tower B. The fourth platform from the top moves to the opposite side of the pit.
4. Touch the control panel of red tower E, then touch the panel of blue tower B. These actions cause the fifth platform from the top to flip to the opposite side of the pit.
5. Touch the control panel of red tower F, then touch the panel of blue tower C. This causes the bottom platform in the pit to rotate to a new position.
6. At this point, you must fight another Precepts Guard or a Georapella.
7. Touch the control panel of blue tower B. The bottom platform in the pit flips to the opposite side. There is now a series of platforms to descend to reach the bottom level of the pit and go through the opening. On the ledge, find the chest containing the accessory.



## The Gaol



At first glance, the giant machine in the next room doesn't exactly look like something that you would want to climb. However, you can reach some really cool items with a little patience and some teamwork from the Gullwings. Move to where Ormi and Logos are standing, then walk straight backward to find a giant switch on the floor of a lower ledge. Step on the switch to stop the piston. Notice that after the central mechanism stops, the pistons still settle to a certain level. In the future, you don't want to stop the machinery until the pistons have risen or fallen to the correct levels.





Walk off the switch, then step on it again (if needed) to get the gaol mechanism rolling. Stay on the ledge and watch the pistons carefully. Wait until one of the pistons rotates into a position directly beside Logos and Ormi. If the piston falls downward so the top of it is just above the level of the floor where the two Syndicate Goons are standing, stop the device.

Jump from the opening in the circular walk to the piston head, and Yuna will leap to the top of the device. The cinema makes it readily apparent that you cannot climb on the device while it is active. Move toward the machine's side and descend one of the curved arms. Jump from the piston head to the ledge on the back wall.

At this point, press  to make Rikku activate the machinery. Watch carefully as the pistons rotate, rise, and fall. When the pistons arrange in a position so the left-rear piston is high and the right-rear piston is at Yuna's level, press  again to make Rikku stop the device. With the pistons in the proper alignment, you can hop onto the machine, climb across to the room's west side, and reach the treasure chest that contains the **Bloodlust** accessory.



Rikku helps stop and start the gaol mechanism when you press .

Signal Rikku to start the machinery again, and wait until the pistons are high enough to reach your current level and low enough to reach the lowest level. Cross the machinery again to the bottom level, then go through the doorway on the room's lower-east level. A chest on a ledge contains a **Wring** accessory.

## Lifts and Ledges

The columns at the end of the corridor move aside for the high summoner. At the end of the path are three lifts and two switch pillars. The bluish-colored lift in the center doesn't work yet, so move onto the squares to either side to ride one of the lifts to the upper level.

Open the chest to score a **Hi-Potion**, then move toward the bottom of the screen to jump off a ledge. Yuna drops to the area of the three lifts. With one lift gone, the middle lift now transports Yuna to a hidden ledge. Climb onto the square platform and move to the center. Activating this glyph causes two platforms to rise in the chamber near the Save Sphere. You've just taken the first step toward getting your next dressphere!



Activate the glyphs on these hidden platforms to obtain a dressphere.

Return to the platform where the two lifts are docked, and ride the side lift to the upper level. Move directly across the upper level to the lift docked on the other side, and ride it down to the level below. Now ride the middle lift to another square platform. Climb onto the second square and activate the glyph to raise the remaining two platforms in the other chamber.

At this point, you're ready to proceed. Return to the upper level and climb onto the raised square platform closest to the screen. A block falls away, unlocking the lift that floats over space. Climb on top of the raised square block nearest the lift, and a short bridge extends over space. Ride the lift to the next level.

Jump across the platforms you raised to the chest suspended over space, which contains the **Dark Knight Dressphere**. Save your game before proceeding, because the path leads to two consecutive boss fights!



Step on the square beside either lift to board it.

Return to the platform where the two lifts are docked, and ride the side lift to the upper level. Move directly across the upper level to the lift docked on the other side, and ride it down to the level below. Now ride the middle lift to another square platform. Climb onto the second square and activate the glyph to raise the remaining two platforms in the other chamber.

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## BARALAI



Baralai attacks one or all party members in quick succession with his long, dual-edged weapon. Although he is susceptible to Poison and Darkness, there seems to be only a very slim chance that he will succumb to the toxin, and he continues to hit with extreme accuracy even when blinded.

Focus on raising the speed of the party with Chocobo Wings or the Jitterbug dance of a Songstress. Be warned, however, that Baralai tends to react to the presence of a Songstress by inflicting Stop status on that character. Use a Remedy or Esuna spell to keep a Songstress dancing with the beat. If he can't inflict Stop, Baralai pulls out a gun and fires an explosive bullet that causes lots of damage. A White Mage will be very busy during this battle, but if you can keep everyone healthy and in Haste mode, a Black Mage can take him down swiftly with a few high-powered spells.

HP: 3380 MP: 540 EXP: 1000 AP: 10

Gil Dropped: 1300 Steal: Normal: Charm Bangle Rare: Charm Bangle  
Pilfer Gil: 2000 Drop: Normal: Pearl Necklace Rare: Pearl Necklace

## BAHAMUT



One character must be a White Mage throughout this battle for the group to recover with efficiency from Impulse and the other powerful attacks of Yuna's former aeon. Hit Bahamut with your strongest Black Mage spells and attacks, and cure Curse status with Holy Waters or Esuna. Once a countdown appears on-screen, you only have five turns to heal your characters to full health and prepare for Bahamut to fire Mega Flare.

If you cannot defeat Bahamut before it fires Mega Flare, use a Mega Phoenix just as the aeon gets ready to attack. If you issue the command with the proper timing, the item will be used even if your entire party perishes. However, don't rely on this trick and instead cast Haste on your entire party with a Chocobo Wing or a Songstress's Jitterbug dance. Act quickly to try and eliminate Bahamut with your strongest spells and attacks before the insanely powerful creature gets to use its most devastating attack.

HP: 8400 MP: 9999 EXP: 1300 AP: 15

Gil Dropped: 1000 Steal: Normal: Mute Shock Rare: Mute Shock  
Pilfer Gil: 2200 Drop: Normal: Gris-Gris Bag Rare: Gris-Gris Bag





# AIRSHIP CELSIUS

COMPLETION: +0.8%

## ITEM CHECKLIST

Phoenix Down (x6)  
Ether (x3)  
Remedy (x5)  
Hi-Potion (x4)

## The Scourge of Fiends

When fiends suddenly manifest in all of the old temples, the girls decide to give up sphere hunting for a while to focus instead on protecting the citizens of Spira. Hotspots appear on the navigation map at Besaid Island and Kilika. If you gave the stolen sphere to the Youth League at the start of Chapter 2, Mushroom Rock Road will also be a Hotspot. However, if you sided with New Yevon, there is extra business to take care of at Bevelle. When both the Kilika and Besaid missions are complete, the last mission of Chapter 3 (at Djose Temple) becomes a Hotspot. Accumulate a few extra fractions of a percentage point by visiting Djose before it becomes a Hotspot.

Chapter 3 is the turning point of the game, as the fiends in every area become much more difficult. Many monsters now inflict instant KO or multiple status ailments. Make sure your characters are equipped with the best gear possible before proceeding. The shops sell better items, and you can even purchase Hi-Potions at most locations. If O'aka is onboard the ship and his debt is paid, he leaves for the Travel Agency at Lake Macalania.



Be sure to visit every other location in Spira to gather minor completion points before heading to Kilika, Besaid, and then Djose.

The Engine Room is restocked, this time with **Hi-Potion** (x4), **Phoenix Down** (x6), **Remedy** (x5), and **Ether** (x3). Note that the Gullstore now also stocks **Hi-Potions**. You're well beyond the days of Potions making do for spot healing in battle, and now that the Gullstore (and other establishments) carries Hi-Potions, there's no reason to not keep well-stocked.

## WATCHER ALERT!

In many random battles starting in Chapter 3, small enemies called Watchers appear alongside other fiends and foes. Watchers can cast magic attacks, but their function serves a far more sinister purpose. Throughout Chapters 3 and 4, Watchers record your actions and report them to a particular boss encountered later in the game. Any action you take or any ability used in the presence of a Watcher may get locked out during this crucial and difficult battle. Thus, it's important to eliminate Watchers before all other opponents, using only regular physical attacks.

# LUCA

COMPLETION: +0.8%

## ITEM CHECKLIST

Lunar Curtain (x3)  
Reptile Coin (x5) ④  
Bird Coin (x5) ④  
Wasp Coin (x5) ④  
Ahriman Coin (x5) ④  
Lady Luck Dressphere ④

## The Sphere Break Challenge

Upon entering Luca, the Gullwings enter the Sphere Break tournament. You must defeat three players to qualify. You are disqualified if defeated three times.

Save your game before challenging any players, as well as each time you defeat an opponent. If you fail to defeat the Sphere Break champion, you can still acquire the dressphere later in Chapter 5. The champion's core sphere is so tricky that it will probably take a couple of attempts to beat him.



The easiest players to defeat include a guy in green and brown walking randomly around the square...



...an old person sitting on the bridge between the square and the stadium...



...and an intimidating woman in blue standing just inside the blitzball dome.



## Taking Down the Champ

Upon winning your third match against any of the challengers positioned around Luca, you proceed directly to the championship round. The champ's core sphere has an extremely high quota of 50 coins, with only 45 seconds per round. The key to defeating the champ is to rack up a high "Echo Bonus." Complete a core using 2 or 3 coins, then continue to make core breaks using the same number of coins used in the previous turn to achieve an Echo Bonus. This way, the number of coins in subsequent rounds is multiplied by 2, 3, 4, 5, 6, etc. For example, even if you core break with only 3 coins but you achieve an Echo Bonus for 5 consecutive turns, your total is multiplied to count as 6, 9, 12, and then 15 coins. After 5 rounds of 3 core breaks, you've already fulfilled the quota! The champ's core has a strong tendency to throw a 1, which means that any coin you pick during that turn will core break and end your Echo Bonus streak. If this occurs during the 14th or 15th round, start breaking the core with as many coins as possible. Defeat the champ to receive the **Lady Luck Dressphere**.

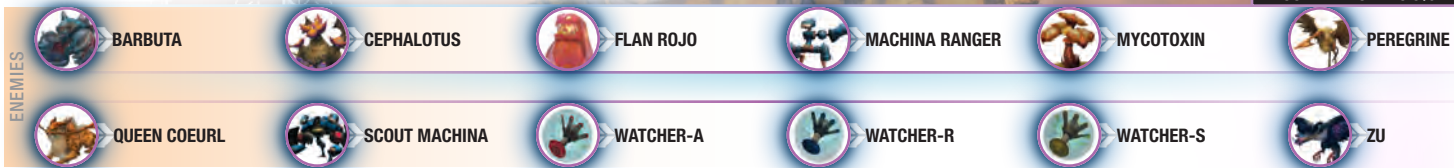


### SHINRA'S ITEM

By using coins with the "Item" or "Rare" traits, you can occasionally gain an item from the person you are playing. In Shinra's case, you may win the **Treasure Hunt Garment Grid** (with some luck), which allows the user to perform the Mug ability during combat. With this Garment Grid equipped, any character can steal normal or rare items without equipping the Thief dressphere!

## MI'IHEN HIGHROAD

COMPLETION: +0.6%



### ITEM CHECKLIST

Phoenix Down (x4)  
2000 gil  
Hypno Crown  
Hi-Potion (x2)  
Holy Water (x4)  
Hi-Potion (x4)  
Hi-Potion (x2)  
Eye Drops (x3)  
Soft (x4)  
Phoenix Down (x4)  
Ether (x2)  
10000 gil  
Undying Storm Garment Grid  
Echo Screen (x4)  
Hi-Potion (x2)  
S-Bomb (x2)

Although the Mi'ihen Highroad is not affected by the fiend invasion occurring across Spira, the machina that usually protect travelers on the road have suddenly and inexplicably gone out of control. The Gullwings must run the full length of the highroad and descend into the gorge, defeating sets of rampant machina that are attacking the pedestrians. Sets of machina encountered in random battles do not count; only those destroyed in battles triggered by running at pedestrians in trouble count toward the quota.

There is also a team of skilled AI Bhed dismantling the rampaging machina. You need not help them, but you'll forgo a key item if you don't. Even if you do not destroy a single machina during this mission, a **10,000 gil** reward is turned over to the Gullwings once enough machina are destroyed by the AI Bhed team. However, you must make sure the Gullwings personally dispatch at least seven of the machina groups if you want the **Undying Storm Garment Grid**. The area is restocked with plenty of useful disposable items. (Be sure to pick up the **Hypno Crown** near the exit to Luca.) It's your choice whether to focus on collecting disposable items or on outpacing the AI Bhed at dismantling the machina. Remember that you can always return to collect the treasure chests at your own pace after the mission.



## MUSHROOM ROCK ROAD

COMPLETION: +0.4%



Lucil wants to chat even if you haven't supported the Youth League in your previous actions.

### ITEM CHECKLIST

2000 gil

### Youth League Fortifications

The Youth League has blocked the route through Mushroom Rock Road with hovers to hold off the fiends ravaging Spira. This area is off-limits throughout Chapter 3. Check in with Yaibal, then continue your conversation with Lucil to gain a few fractions of a completion point.



# DJOSE TEMPLE

COMPLETION: +0.2%



*\*Only if you gave the stolen sphere to New Yevon.*

## ITEM CHECKLIST

Hi-Potion (x3)

Phoenix Down (x3)

\*Al Bhed Primer

Wrist Band

Remedy

*\*Only if you haven't mastered Al Bhed.*

## Checking on the Machine Faction

If you proceed up the Djose Highroad from Mushroom Rock Road, go ahead and pay the Al Bhed near the entrance to drive the Gullwings up the path on a hover. A Zu-family fiend called Rukh attacks pedestrians with some frequency along the highroad. Unless all of your characters are protected against Petrification, this monster could easily slay your entire party and end your game. In addition, if you sided against the Youth League, a variety of their soldiers attack throughout this region.

At the temple, speak to Gippal, standing just outside the building, to obtain an Al Bhed Primer and a few fractions of a completion point. While the Machine Faction leader is confident and in control for now, the situation here deteriorates near the end of Chapter 3.



Gippal: I watch my own back.

*Stop by the Machine Faction HQ at Djose Temple to hear Gippal boast confidently.*

# MOONFLOW

COMPLETION: +0.2%



Tobli: This won't do, won't do at all! We've finally put it on! The show, of course.

*Tobli's show is currently a bomb, and debt collectors are looking for him in Guadosalam.*

## Can't Keep a Tune

Speak to Tobli near the bandwagon to get a few fractions of a completion point. Even with the musicians from Macalania Woods, the show isn't going well. However, there's nothing that can be done at this point.

# GUADOSALAM

COMPLETION: +2.0%

ENEMIES



ARCHAEOTHYRIS



BASCINET



BLUE ELEMENTAL

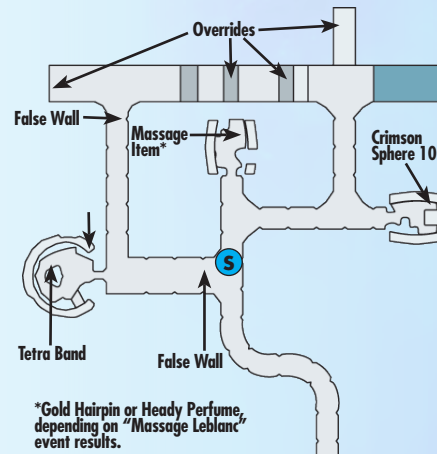
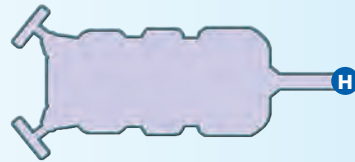
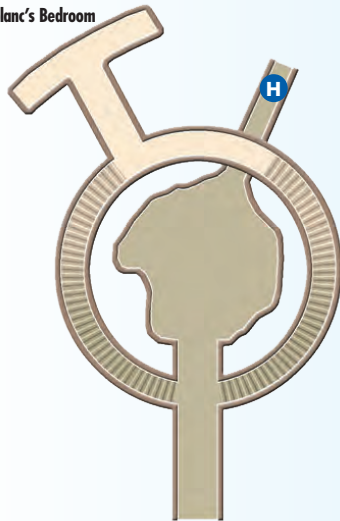


QUEEN COEURL

## ITEM CHECKLIST

- Logos's Sphere
- Ormi's Sphere
- Gaol Sphere
- Tetra Band
- Crimson Sphere 4

Leblanc's Bedroom



\*Gold Hairpin or Heady Perfume, depending on "Massage Leblanc" event results.

## Check In with the Syndicate

Speak to Logos and Ormi in the living room on the first floor, then head upstairs and try to talk to Leblanc. Confer with her henchmen again downstairs, and agree to meet in Logos's room. Head into the secret passage, which is still inhabited by fiends. Return to the room with Logos's guns decorating the wall above the bed to have him join you there. After viewing **Logos's Sphere** and **Ormi's Sphere**, move to the nightstand to the bed's right side and examine the **Gaol Sphere**. Maechen then appears in the room. After the scene, speak to Maechen again to further explore Spira's history. As before, don't interrupt the old man.

### GUADOSALAM SHOP (CHAPTER 3 ONLY)

ITEM	COST
Potion	50
Antidote	50
Eye Drops	550
Echo Screen	50
Soft	50
Holy Water	300
Gris-Gris Bag	4000
Favorite Outfit	4000
Regen Bangle	3000
Wall Ring	10000
Dream Shock	15000
Venom Shock	15000

## Further Chateau Plunders

Before leaving the secret corridor, enter the room with the circular door where you fought the Syndicate trio during Chapter 2. The chest in the back of the room contains a **Tetra Band**. There's a crate against the top wall that Yuna can climb onto. From there, climb to a partially hidden ledge that runs around the outside of the room. Follow this semi-circle to a chest containing **Crimson Sphere 4**. Return to the Celsius and view Crimson Record 4 from Shinra's list of Treasure Spheres.



Climb the crate against the side of the room, then climb and explore the ledge above to find a hidden treasure sphere.

Characters

Garment Grids

Accessories & Items

Game System

Chapter Primer

1

2

3

4

5

100% Checklist

Mini-Games

Fiends



# THUNDER PLAINS

COMPLETION: +0.2%

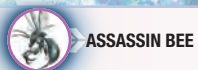
ENEMIES



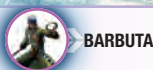
ANOLE



ARMET



ASSASSIN BEE



BARBUTA



BOLT DRAKE



CHOCOBO



GEMINI



GUCUMATZ



MALBORO



WATCHER-A



WATCHER-R



WATCHER-S



Cid: I'm sorry. Can you forgive me?

If Cid is doing his thinking on the Thunder Plains, he's ready to apologize.



Lian: Lian and Ayde left mountain to find way to repair Elder Kimahri's horn.

The Ronso youngsters need advice on where to find clues to repair a lost horn.

## ITEM CHECKLIST

Echo Screen (x5)  
Hi-Potion (x2)

Safety Bit  
Phoenix Down (x3)

Dark Grenade (x2)  
Ether (x3)

## Reluctant Acquiescence

If during your visit to Zanarkand you expressed displeasure to Cid in the underground Chamber of the Fayth, you can find him on the Thunder Plains. Speak to him again if you desire.

The Travel Agency between the two zones remains open for business, providing a convenient way to restock and save midway through the plains. New lightning-themed accessories are in stock. The treasure chests along the Thunder Plains now contain new items, including the crucial **Safety Bit**, which can help keep a party member alive in the face of all the new petrifying threats. Here's another opportunity to calibrate the lightning towers spread throughout the region. The fruits of this labor appear later on, during Chapter 5.

## How Do Lian and Ayde Repair the Elder's Horn?

In the second section of the Thunder Plains, move under the old lightning shelter to find the two Ronso children, Lian and Ayde. The youths now want advice on where they might find a way to fix Kimahri's broken horn. The choices are Djose Temple, the Moonflow, and Kiliika Island. The location you suggest does not affect your game much, except that the two young Ronso appear in the location of your choice during Chapter 4.

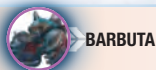
# MACALANIA WOODS

COMPLETION: +0.8%

ENEMIES



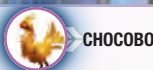
AMORPHOUS GEL



BARBUTA



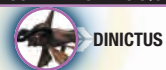
BLUE ELEMENTAL



CHOCOBO



DEEP HAIZHE



DINICTUS



FLAN BLANCO



GOLD ELEMENTAL



PROTEAN GEL



RHYOS



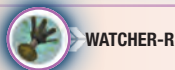
TENTACLES



VERTIGO



WATCHER-A



WATCHER-R



WATCHER-S

## ITEM CHECKLIST

NulFrost Ring  
Gold Bracer  
Pride of the Sword Garment Grid   
Berserker Dressphere   
\*Al Bhed Primer   
X-Potion  
*\*Only if you haven't mastered Al Bhed.*

### GREAT GRID!

The **Pride of the Sword Garment Grid**, awarded for defeating the fiends outside the Travel Agency, is a fantastic addition to any character that has mastered, or nearly mastered, the Warrior dressphere. With the Pride of the Sword equipped, a character can perform all of the Warrior's Swordplay abilities they've learned, no matter which dressphere is currently equipped.

## Ice Lake Rescue

Make sure you've paid off O'aka's debt before taking on this mission. Head to Lake Macalania via the shimmering path shortcut. The Travel Agency has been overrun by fiends. The goal is to defeat six sets of fiends without a break in between. Give it all you've got when fighting groups with Rhyos enemies. While fighting lesser foes like Barbuta and Flan Blanco, remember to heal with spells or items before finishing the battle. This approach should keep your characters healthy throughout this series of battles.

After defeating all six sets, the Al Bhed inside the agency gives up the **Berserker Dressphere** and an **Al Bhed Primer**. If O'aka's debt is paid, he enters the agency, laments, and vows to set up his own shop here once again. His shop sells some of the best accessories in all of Spira, but not until Chapter 5! For the remainder of Chapter 3, this shop remains closed. If, however, you have not paid off O'aka's debt or found him digging in Bikanel Desert, the Travel Agency at Macalania will reopen during Chapter 5 under Al Bhed management with only a normal list of items and accessories.



O'aka: Mark me words: I'll stand by this shop, whatever may come.

Pay off O'aka's debt before beginning this mission.



# BIKANEL DESERT

COMPLETION: +0.4%

ENEMIES

ACULEATE	ANGRA MAINYU	AQUILA	BOLT DRAKE	CANIS MAJOR	CHOCOBO
GIGAS	GUARD MACHINA	GUCUMATZ	HRIMTHURS	KILLER HOUND	MACHINA HUNTER
POP FRY	SAND WORM	WATCHER-A	WATCHER-R	WATCHER-S	ZU

## Emissaries to the Cactuars

Nhadala has another special assignment for the Gullwings. Marnela of the Cactuar Nation has summoned a diplomatic party and translator. Your job is to escort the translator, Benzo, to the Cactuar Nation and speak to the cacti growing there. When asked if you believe Marnela's story, you must agree that it "makes perfect sense" or things will not progress.

Afterward, you learn that a great menace is about to resurface in the desert. The cacti need you to search Spira and find 10 Cactuars who serve as the gatekeepers that can summon the Great Haboob.



Marnela the cactus requires some reassurance that you're going to take her seriously.

To start the search, look at the on-screen map. Marnela's position is marked with a pink "X." Speak with her again if you need further instruction. The cactus a short distance away is marked with a green square, so speak to it to learn clues that will help you find the first of the 10 gatekeepers. Once you find the gatekeeper and bring it back to its mother, another cactus in the area awakens and begins to divulge clues as to another gatekeeper's whereabouts. During Chapter 3, you can find only the initial six Cactuars; the first is nearby, in the Oasis region. The Cactuars' locations and full information for completing this mission can be found in the Chapter 5 portion of the walkthrough.

New digging areas include the Eastern Expanse and the Northern Expanse. A strange thing may occur in the Eastern Expanse. If you spot a green "X" on the on-screen map, you'll find a pile of machina in the sand. Unfortunately, the drones come to life and attack in waves. Eventually, the girls give up and it counts as a failed dig. The Northern Expanse is haunted by the Zu creatures. Before you can begin an excavation here, you must fight one of these beasts. Be sure to equip a healer with something like the Safety Bit (or get the Stoneproof property some other way) before entering.



Bikanel's desert merchant has some new fire-themed accessories, and a new caravan of strange characters is selling cool accessories at the Oasis. The first missing Cactuar is featured in this shot.

### BIKANEL DESERT OASIS CARAVAN

ITEM	COST
Black Choker	4000
Potpourri	4000
Gris-Gris Bag	4000
Pearl Necklace	4000
Pretty Orb	4000
Dragonfly Orb	4000
Chaos Shock	15000
Fury Shock	15000
Lag Shock	15000
System Shock	15000

# CALM LANDS

COMPLETION: +0.4%

ENEMIES

ADAMANTOISE	AMORPHOUS GEL	ARMET	BALIVARHA	BLUE ELEMENTAL	CHOCOBO
DAEVA	FLAN BLANCO	FLAN ROJO	GRIM GAZE	HAUNT	LEUCOPHYLLA
PAIRIKA	PEREGRINE	PROTEAN GEL	QUEEN COEURL	RHYOS	SKINK
TOMB	VESPA	WATCHER-A	WATCHER-R	WATCHER-S	WILD WOLF
ZURVAN	YOJIMBO				

### ITEM CHECKLIST

- |              |                |                   |                |            |                           |
|--------------|----------------|-------------------|----------------|------------|---------------------------|
| Ether (x3)   | Mega-Phoenix   | Mega-Phoenix (x2) | Blue Ring      | Wall Ring  | Tetra Master Garment Grid |
| Sprint Shoes | Hi-Potion (x2) | White Ring        | Lightning Glem | Besaid Key | Star Bracer               |



1=Lupine Dash  
2=Sky Shots  
3=Reptile Run



## Time to Raise Chocobos!

When entering the Calm Lands via the airship, there's a possibility of two entry points, depending on if you completed the side quest to establish Clasko at the Chocobo Ranch. If you head to the Chocobo Ranch and Clasko isn't in the first room on the right, use the small chocobo toy to call him back. If you ask him, Clasko fills the party up on Gysahl, Pahsana, and Mimett greens. If you've caught any chocobos, you can raise some of them (in level) by feeding them various greens depending on what level chocobo you are trying to raise. You can also dispatch chocobos to find items for your party.

The Travel Agency in the Calm Lands has a few new accessories for sale, although you likely have several already if you've been through.

## Tourist Trap

The other mission in this area is far more serious and tricky. Fiends are pouring out of the cave at the bottom of the gorge in the Calm Lands. There are 15 tourists trapped inside the cave. By accepting this mission, you must find all 15 tourists in their hiding spots and lead them to the cave entrance. However, in spite of the danger they face, the tourists all have pet peeves about group size and being in certain places in line! If your group gets too big before speaking to certain individuals, they will refuse to join the group. You can either lead the individuals out one at a time, or take them all simultaneously by rescuing them in the order shown here.



1. Proceed through the tunnel into the next large chamber. Rescue the person wearing brown on the cave floor.



2. Continue north and rescue the woman in blue recuperating in the small alcove. From here, head down the tunnel to the left.



3. Take the next left, follow the curving tunnel to the next intersection, then take another left. Search the left side of the seemingly empty chamber to find a person hiding around the corner.



4. Head back toward the starting point. At the previous intersection, continue east into a small alcove and rescue the person standing there.



5. Lead the group back toward the entrance of the cave. In the curving corridor just before the cave entrance, go down the passage on the right and rescue the person who is running frantically in circles.



6. Follow the tunnel north back to the second large cave, where a man in white pants is attempting to catch his breath. Rescue him and continue north in the cave.





7. Turn left at the first intersection to the north, then continue north at the next intersection to find two people crouched near a chest containing a **Blue Ring**. This couple must be rescued together.



8. Proceed to the northernmost chamber and rescue the two children hiding at the top. Lead this massive group back toward the entrance.



9. In the small cave to the east of the first four-way intersection from the entrance, find a person and two children near a chest containing a **White Ring**. Lead all of these survivors out to the exit and to safety.

## Teleport Rescues

After escorting 13 people out of the cave, two remain. The grateful tourists hand over **Energy Cores** that power the teleportation pads at the entrance and in the last chamber. One man even relinquishes the **Besaid Key**, the key item needed to access Besaid Island's second ciphers.

After saving this group of tourists (which is all but two of those you need to rescue), exit the cave and speak to the man dressed in green and khaki to the cave entrance's right. He hands over the seventh Energy Core. Return to the cave and use the first teleport pad to reach the last cave chamber. While standing on the teleport pad, press the D-pad to the right to change the direction of the pad so Yuna can teleport to a side chamber.

Inside the square cave, a chest contains a **Lightning Glean**. The person here prefers to be led out of the cave alone. You can use the teleport pad to quickly spirit him back to the entrance and to safety. At the entrance, he hands over the final Energy Core. Teleport back to the cave's last chamber and press the D-pad to the left on the teleport pad to enter the final secret chamber. Plunder the chest for a **Wall Ring**, then lead the final tourist out of the cave. The mission isn't over until you investigate the source of the fiend uprising, however. Reenter the cave and teleport to the cave's last chamber. Then teleport from there to the Chamber of the Fayth.



While standing on the northernmost teleport pad, turn Yuna so she faces left or right to change the destination of the device.

## YOJIMBO



Yojimbo uses attacks that inflict Poison, so equip the entire party prior to this fight with accessories that protect against poison, such as Star Pendants and Glass Buckles. Since Yojimbo has several attacks that drain the characters' MP completely, you cannot rely on magic to overcome this awesome foe. Instead, outfit one character in a strong attacker dressphere, such as Gunner, Warrior, or Dark Knight. Make another character an Alchemist with a plentiful supply of Potions and Hi-Potions to mix. Equip the Alchemist with a Haste Bangle, if possible. You may want another character to be a Thief, just so you can steal items and pilfer gil at the outset of the fight. After stealing from Yojimbo, change the Thief into a Gunner, Dark Knight, or Alchemist.

At this stage of the game, the best way to quickly take down Yojimbo's HP is to perform the same actions every round. Have a Gunner attack with Trigger Happy and let a Dark Knight sacrifice HP to perform Darkness. These two attacks alone should take down well over 1000 HP each. Let the Alchemist attack or heal the group with items as needed.

Most importantly, watch Yojimbo carefully throughout the fight. When Yojimbo raises a finger in front of his face, he is preparing to perform his "Zanmato" attack. This is a devastating attack that reduces the entire party to 1 HP and 1 MP! If Yojimbo makes this motion, do not command the Alchemist to perform any action until after Zanmato is executed. If your Alchemist is equipped with a Haste Bangle, she will automatically have Haste on herself following the attack. Quickly use the Mix command to combine a Potion and a Hi-Potion to achieve the same effect as a Mega-Potion. If Yojimbo's dog, Daigoro, manages to attack and kill one or more party members, use a Mega-Phoenix or command the Alchemist to concoct one by mixing a Phoenix Down and a Hi-Potion. Repeat this strategy to stay ahead of the battle each time Yojimbo performs Zanmato. If possible, use a Chocobo Wing to cast Haste on the entire party to increase your chances of winning this fight. Zanmato is the main reason you really want to protect yourself with anti-poison accessories, since poison can easily eliminate the full party of 1 HP girls before you get a chance to heal with anything.

HP: 22000	MP: 9999	EXP: 2000	AP: 15
GIL DROPPED: 1500	Steal: Normal: Power Wrist	Rare: Power Wrist	
PILFER GIL: 2000	Drop: Normal: Recovery Bracer	Rare: Recovery Bracer	

### ACCESSORY LEFT BEHIND

A **Star Bracer** is in the chest inside Yojimbo's chamber in the cave. This item generates a constant Reflect effect, and it's very useful against all magic attacks. Return to the Chamber of the Fayth and collect it before the end of Chapter 3.





# BEVELLE

COMPLETION: +0.2%



## ITEM CHECKLIST

### Blood of the Beast Garment Grid

If you gave the stolen sphere to New Yevon at the start of Chapter 2, Bevelle becomes a Hotspot at the start of Chapter 3. However, the Gullwings can only watch as the members of the organization clash with each other outside the temple doors.

Having viewed the turmoil rising in Bevelle, the Gullwings automatically return to the Celsius. Return to Bevelle and proceed through the stages. (You can claim all the items and fight the fiends listed in the second Bevelle section in the Chapter 3 portion of this walkthrough. Please refer to the checklists in that section for more details.) When you reach the room where the party fought Bahamut, the Gullwings encounter Pacce and the Kinderguardians. Whether or not you agree with Pacce that he should warn the Youth League, he hands over the **Blood of the Beast Garment Grid**. This is the only way to obtain this Garment Grid, so those who chose to side with the Youth League at the beginning of Chapter 2 must play the game differently next time around!

# MT. GAGAZET

COMPLETION: +0.4%

ENEMIES

- ADAMANTOISE
- BALIVARHA
- BASCINET
- BICOCETTE
- BOLT DRAKE
- BORIS
- GEMINI
- GREATER DRAKE
- GRIM GAZE
- LEUCOPHYLLA
- LUPUS
- MYCOTOXIN
- QUEEN COEURL
- RUKH
- RHYOS
- SPINE DRAKE
- WATCHER-A
- WATCHER-R
- WATCHER-S
- VESPA
- RONSO YOUTH
- GARIK RONSO

## ITEM CHECKLIST

Trainer Dressphere

Wishbringer Garment Grid

## Ronso Uprising

Move past the Save Sphere to trigger a scene with Kimahri. If you previously answered two questions for Kimahri, you get the **Trainer Dressphere**. Garik has shut off the teleport pads, so the party must fight its way up the mountain.



As you proceed to the summit, touch the teleport pads to reactivate them.

## Revisiting Old Grounds

It's not necessary to explore this much, but you can climb the cliffs at the Fayth Scar the same as you did when going after the Leblanc Syndicate uniforms. Atop the rise, the artisan Ronso should now be hard at work on a statue commemorating the hero of the Ronso. If you continue to the top of this area, you can return to the Floating Ruins featured in the game's second mission. However, don't waste time there unless you left some items behind during the timed chase of the Syndicate.

## GARIK RONSO, RONSO YOUTH (X2)



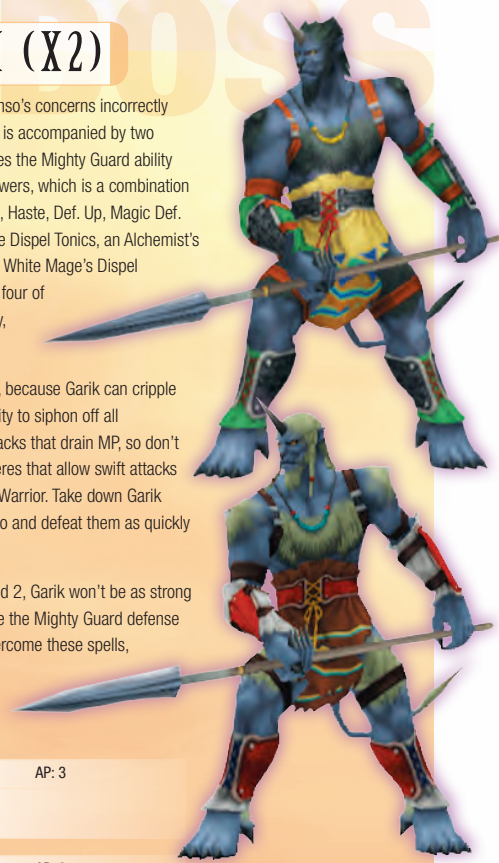
If you answered the Ronso's concerns incorrectly for the most part, Garik is accompanied by two Ronso Youths. Garik uses the **Mighty Guard** ability on himself and his followers, which is a combination of Protect, Shell, Regen, Haste, Def. Up, Magic Def. Up, and Evasion Up. Use **Dispel Tonic**s, an Alchemist's **Dispel Tonic** ability, or a White Mage's **Dispel** spell to negate the first four of

these effects. Garik attacks frequently and fiercely, so cast **Haste** on the party, use the Songstress's **Jitterbug**, or use a **Chocobo Wing**.

Protect the party against **Darkness** by equipping the appropriate accessories, because Garik can cripple them with a **Blind** spell on a regular basis. Use a Black Mage's **MP Drain** ability to siphon off all of Garik's MP; this prevents him from casting **Blind**. The Ronso Youth use attacks that drain MP, so don't rely too heavily on spells throughout the battle. Equip the party with dresspheres that allow swift attacks and inflict a great deal of damage quickly, such as **Dark Knight**, **Gunner**, and **Warrior**. Take down Garik Ronso first, then negate the **Mighty Guard** effects on the remaining two Ronso and defeat them as quickly as possible.

If, however, you answered the concerns of every Ronso during Chapters 1 and 2, Garik won't be as strong and only one Ronso Youth accompanies him during the battle. He doesn't use the **Mighty Guard** defense and instead only casts **Shell** and **Protect** on himself on separate turns. To overcome these spells, simply drain all of his MP. Under these conditions, Garik is much easier to steal from, quite a bit easier to defeat, and his counterpart does not drain MP. For winning the fight, you gain the **Wishbringer Garment Grid**.

<b>GARIK RONSO</b>	HP: 6880	MP: 238	EXP: 380	AP: 3
GIL DROPPED: 90	Steal: Normal: Icy Gleam Rare: Icy Gleam			
PILFER GIL: 130	Drop: Normal: Shining Bracer Rare: Shining Bracer			
<b>RONSO YOUTH</b>	HP: 4060	MP: 170	EXP: 220	AP: 2
GIL DROPPED: 20	Steal: Normal: Mythril Bangle Rare: Mythril Bangle			
PILFER GIL: 60	Drop: Normal: Remedy Rare: Remedy (x2)			





# ZANARKAND RUINS

COMPLETION: +0.2%

ENEMIES

- ANOLE
- FLAILING OCHU
- GUARDIAN BEAST
- GUCUMATZ
- IRNSIDE
- MYCOTOXIN
- WATCHER-A
- WATCHER-R
- WATCHER-S

## ITEM CHECKLIST

- Dispel Tonic (x2)
- Phoenix Down (x3)
- Hi-Potion (x3)
- S-Bomb (x2)
- Stamina Spring
- Remedy (x2)
- Lunar Curtain (x2)
- Mana Spring (x2)
- 2000 gil
- Light Curtain (x2)
- Mythril Bangle
- Phoenix Down (x3)
- Hi-Potion (x3)
- Remedy (x4)
- Remedy (x3)
- Ether (x3)

## Monkey Love in the Air

The chests in the ruins now contain many useful disposable items and a **Mythril Bangle**. The Zanarkand Dome merchant also has a few new accessories for sale. If you finished the monkey soulmate mission during Chapter 2, there's nothing more to do here than speak to Isaaruu one last time as he leaves Zanarkand. If you still need to finish the monkey matchmaking side quest, do so now using the instructions contained in the Chapter 2 section. If you complete the mission in Chapter 3, exit when you're finished and speak to Isaaruu outside the dome.

### DEALING WITH IRNSIDES

A new fiend, called Ironside, appears in several locations during Chapter 3. This brute's heavy armor makes it incredibly difficult to defeat. After one or two rounds, the monster opens its chest plate to prepare a beam cannon assault called Storm Cannon. Launch your party's most devastating attacks while the chest plate is open, as this is when the monster's Defense is greatly reduced. Any Gun Mages present who survive Storm Cannon will learn the ability.



Isaaruu may be sad that his tourist operation has gone to the monkeys, but a sacred place shouldn't be a source of amusement.

# BESAID ISLAND

COMPLETION: +2.0%

ENEMIES

- BARBUTA
- CEPHALOTUS
- CHOCOBO
- FLAME DRAGON
- GEMINI
- HAUNT
- MALBORO
- PAIRIKA
- QUEEN COEURL
- SPINE DRAKE
- WATCHER-A
- WATCHER-R
- WATCHER-S
- ZURVAN
- VALEFOR

## ITEM CHECKLIST

- Mana Spring (x2)
- Moon Bracer
- Hi-Potion (x2)
- X-Potion
- 2500 gil
- Ether (x3)
- Raging Giant Garment Grid

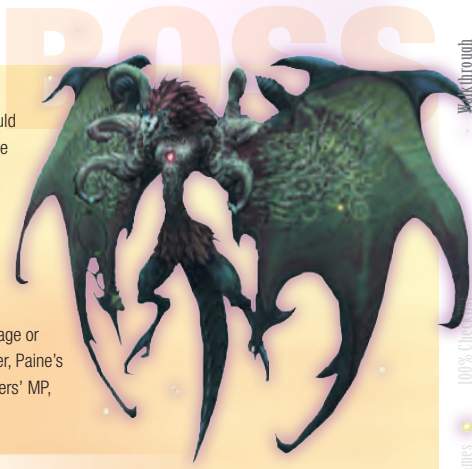
## Conflict of Command

The merchant in Besaid Village now sells water-themed accessories. Enter Lulu's tent on the east side of the village. After learning of the developments between Wakka and Beclm, exit the tent and follow Wakka into the temple. Ascend the center stairs and work through the trial area to the bottom level. When you reach an intersection, head right through the illusory wall to find a chest containing a **Mana Spring** (x2). Cross the corridor to find Wakka, wounded and lying against the wall. After Yuna and the Gullwings ride the elevator to the level below, move forward to battle another dark aeon.

## VALEFOR



Fighting this aeon should easily remind you of the battle with Bahamut. Have a master Black Mage cast third-level elemental spells, and make a Songstress decrease the frequency of Valefor's attacks with Slow Dance. Meanwhile, have a White Mage or Alchemist heal every round to keep the party on top of the battle. As a Trainer, Paine's HP Flurry suffices, too. Valefor uses its Sonic Wings attack to drain spellcasters' MP, so make sure your Black Mage knows the MP Drain ability.



HP: 8430	MP: 9999	EXP: 1500	AP: 15
GIL DROPPED: 1200	Steal: Normal: Healing Spring (x4) Rare: Healing Spring (x6)		
PILFER GIL: 1500	Drop: Normal: Moon Bracer Rare: Moon Bracer		

Characters  
Garment Grids  
Accessories & Items  
Game System  
Chapter Primer  
1  
2  
3  
4  
5  
6  
100% Completion  
Mini-Games  
Frends



## The Search Sphere

If you previously purchased the Besaid Key for 900,000 gil from the shop clerk in the village, or if you rescued a man in the Calm Lands gorge who rewarded you with the Besaid Key, you can now undertake a brief side quest to obtain a new Garment Grid. Use the Besaid Key to unlock the treasure chest in the temple's north room to obtain the Search Sphere. To learn how to use this item, speak to the man seated in the south room inside the temple.



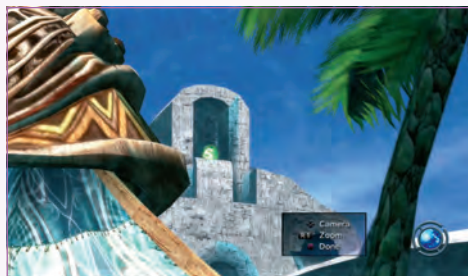
Each time you return to Besaid Island, you must reclaim the Search Sphere from the chest inside the temple prayer room.

## The Second Four Ciphers

The first of the buried camera spheres is in the village, under a small tarp erected in an area near the woods alongside the village. Hold and move carefully under the tarp until the Search Sphere begins to flash red and make a sound, then press to dig up a camera sphere. After the device is revealed, stand over it and press to use it. The view switches to camera view. You can rotate the camera and cycle through a series of zoom magnifications by pressing . While using each camera, look for a colored sphere with a number on it and note the number.



The first camera device is located under a small tent on the west side of the village.



Aim the camera at the top of the temple and zoom in to find the numbered sphere.

Head along the path, and use the Search Sphere to locate the camera device buried close to one of the Besaid Aurochs near the bottom side of the path. Use the camera device to spot a glint near the middle of the nearby ridge and zoom in to find the second number written on the sphere. Get a good look, because sometimes fives look like sixes and ones look like sevens. The main difference between a one and a seven is that the latter number has a dash (called a serif) through the middle.



The second camera is buried near the start of the Gunner's Gauntlet.



Pan the camera along the nearby ridge to spot a numbered sphere.

While moving up the path toward the waterfall area, use the Search Sphere to find a camera device on the path's right side. Use this camera to zoom in on the ledge just below the second waterfall. This is the third cipher of the series.



The third camera device is located along the right side of the path, before the first bridge.

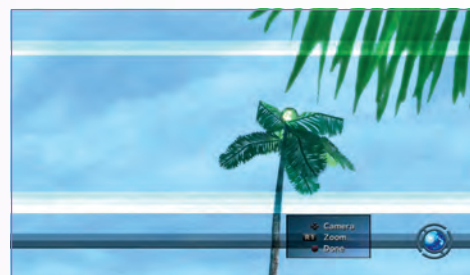


Zoom in on this rocky jut to find another numbered sphere.

For the last cipher, proceed past the cave entrance to the pond overlook area. Use the Search Sphere to detect the camera device in the left corner of the ledge over the water, and zoom across the pond to spot a lone tree high up on a hill. The sphere is set at the top of the tree. This is the last cipher in the series.



Dig up the camera device in the left corner of the overlooking edge.



Zoom in on the lone palm tree high up on the opposite cliffs.

Enter the cave and move into the short passage on the right. Input the four ciphers into the panel near the large stone block in the order in which they were discovered while traveling from the village to the pond. When the stone slab rises, proceed up the path and open the chest encountered en route for some **Ethers** (the exact number is determined by the current chapter you are playing). Proceed to the end of the twisty passage to emerge on a hidden ledge high over the waterfall area. Move left across the screen to find a chest perched precariously on a slope. Open the chest to get the **Raging Giant Garment Grid**.



Input the ciphers in the order discovered from the village to the pond.



After obtaining the Garment Grid, move back along the ledge to the point of origin to find the cave entrance.



# KILIKA ISLAND

COMPLETION: +1.6%

ENEMIES

ASSASSIN BEE	CHOCOBO	DAEVA	HAUNT	IRONSIDE	LEAGUE MAGE
LEAGUE RAIDER	LEAGUE WARRIOR	PAIRIKA	QUEEN COEURL	WATCHER-R	WATCHER-S
YEVON'S FINEST	YEVON STRIKER	IFRIT			

## ITEM CHECKLIST

- |                    |                    |
|--------------------|--------------------|
| Turbo Ether        | Holy Water (x3)    |
| Mana Tablet (x2)   | Star Curtain       |
| Antidote (x3)      | Lunar Curtain (x2) |
| Eye Drops (x3)     | 2000 gil           |
| Phoenix Down (x2)  | Bushido Lore       |
| Light Curtain (x2) | Samurai Dressphere |

## Working with Dona

Collect all the new items in the Kilika port areas and check out the merchant's new accessories. Then go to Dona's house in the second section. She and Yuna unite to distract the guards and slip through the gates into the woods. Exit Dona's house to begin the gate-rushing event. You may want to attempt a practice round to learn how to get through the gates. The key is to watch the front gate for the approach of a Youth League member. If the guard allows the person through the gate, quickly switch perspective to see if the guard with Dona is distracted or not. If the guard is facing away from Dona, wait until he turns back to her or wait until another opportunity arises.



You get only one chance to slip through the gate unnoticed!

When you enter the woods without detection, a treasure chest is waiting at the end of the bridge. When equipped, the **Bushido Lore** enables a character to use learned Bushido abilities whether she is equipped with the Samurai dressphere or not. However, if you are spotted, the mission continues and you don't get the prize.

### COLLECT YOUR MONKEYFINDING FEE

If you found all 13 Squatter Monkeys hidden in the Kilika forest area, speak to the woman dressed in blue standing on the pier's east side to collect your prize—the **Chaos Maelstrom Garment Grid**.

## Scoping Out the Forest

The Youth League has erected several gates to keep people from New Yevon out. Visit all of the gates in the area, then return to the section just west of the Save Sphere. The girls remember something Dona said about a path through the trees, and leap to the bough above. Follow Rikku and Paine to the temple area.

## Last Stand at the Temple Entrance

A shop clerk walking around the temple entrance sells only the basics. Stock up on Potions and Hi-Potions if needed, then head into the temple. A Save Sphere is tucked behind the giant machina positioned in the large round room. Use it before heading into the Cloister of Trials.

## Guardians of the Blue Flame

After being rescued, Barthello explains that the fiends are somehow connected to the blue flames. Head toward the blue flames covering the archway and another Daeva appears. After defeating the monster, the flames subside and reveal the corridor.



You must defeat a Daeva or two each time you want to extinguish a blue flame barring your path.

Continue into the next section and approach each of the three blue flames. Touch the flame on the right wall, then the one on the left, followed by the central blue flame on the back wall, defeating a Daeva each time.

After fighting the Daeva duo in the last chamber before the boss, don't overlook the **Samurai Dressphere** on the ground.

## IFRIT



Avoid using any attacks or spells that involve the element of fire; if you don't, Ifrit will absorb the attack and be healed rather than damaged. Ifrit is weak versus ice, so have a Black Mage cast a few Blizzaga spells to make defeating this

aeon much easier. A Festivalist's Ice Sandals and other ice attacks are just as good. Ifrit is also vulnerable to Slow, which can reduce the frequency of its furious claw attacks.

HP: 8820	MP: 9999	EXP: 1800	AP: 15
GIL DROPPED: 1300	Steal: Normal: Fiery Gleam	Rare: Fiery Gleam	
PILFER GIL: 1800	Drop: Normal: Angel Earrings	Rare: Angel Earrings	



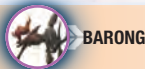
Characters  
Garment Grids  
Accessories & Items  
Game System  
Chapter Primer  
1  
2  
3  
4  
5  
Walkthrough  
Checklist  
Mini-Games  
Frends



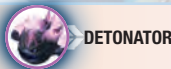
# BEVELLE

COMPLETION: +1.6%

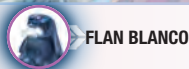
ENEMIES



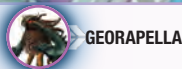
BARONG



DETONATOR



FLAN BLANCO



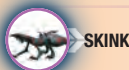
GEORAPELLA



MALBORO



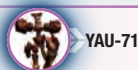
PRECEPTS GUARD



SKINK



YAC-62



YAU-71



YSLS-99

## ITEM CHECKLIST

Electrocutioner   
Hypno Crown

Remedy (x4)  
Oath Veil

5000 gil  
Hi-Potion (x5)

Potion (x9)  
Phoenix Down (x5)

Chocobo Feather (x2)  
800 gil

Faerie Earrings  
Beaded Brooch

Ether (x5)  
Remedy (x5)

Phoenix Down (x6)  
Remedy  
Crimson Sphere 1

## Mysterious Meeting Under New Yevon Banners

Although DJose becomes a Hotspot following the events in Kilika, Bevelle is now open for further exploration—even by Youth League sympathizers. Inside the temple entrance, ride the lift to the upper level and go through the open door to the outdoor balcony. Speak to the two priests walking along the rails to receive an **Electrocutioner** and a **Hypno Crown**. Return inside the temple and use the device in the west chamber to change the direction of the lift. Ride the lift down to the maze level.



The priests on the balcony shower you with valuable gifts, but you're still not good enough to ride Baralai's private lift.



Crimson Spheres enable the Gullwings to unlock further mysteries of the past, as well as that weird door at Mushroom Rock.

Proceed through the lower areas of Bevelle to the chamber from which Vegnagun escaped. After an extended scene, a Malboro attacks. When the zone is clear, locate the **Crimson Sphere 1** on the ground. Pick it up, return to the Save Sphere in the antechamber, and board the airship. Speak to Shinra and watch "Crimson Report 1" for more revealing information.

# DJOSE TEMPLE

COMPLETION: +2.2%

ENEMIES



HAUNT



PAIRIKA



TOMB



IXION

## ITEM CHECKLIST

\*AI Bhed Primer   
Remedy  
Stamina Spring

Wrist Band  
Unwavering Guard Garment Grid   
*\*Only if you haven't mastered AI Bhed.*

## AI Bhed and Overwhelmed

Accept the mission to clear DJose Temple and receive an **AI Bhed Primer**. Climb the center stairs and enter the Cloister of Trials. Proceed to the back of the lower level passage, and leap over the chasm filled with ruined machines to reach a chest containing a **Stamina Spring**.

Ride the elevator to the level above, and proceed past the guards to collect the **Wrist Band** from the chest in the circular area. Pushing one of the pedestals into its alcove in the circular area deactivates the barrier that prevents the party from ascending the stairs. The only problem is that it's impossible to say which pedestal does the trick, since the game randomly assigns one pedestal as the trigger. Fiends attack each time a pedestal that isn't the trigger is pushed into an alcove, so stay healthy by using items between battles and before going upstairs.



## IXION



Avoid casting lightning spells or using lightning-based attacks, as these only heal Ixion. Instead, charge a master Black Mage with casting Waterga spells and have a Warrior use the Liquid Steel attack. Keep the party's HP high by healing every round, because some of Ixion's attacks can inflict 500-1000 HP damage to your party members. Watch for Thor's Hammer in particular, and be ready to follow it with an ability like Curaga or HP Flurry. Ixion also employs a homing missile attack that reduces MP, so have a Black Mage use MP Drain to stay active in the battle. Like the other aeons you fought previously, the frequency of Ixion's attacks can be somewhat reduced by inflicting Slow status upon it. With diligent healing and spell casting every round, this battle shouldn't be too difficult to overcome.

HP: 12380    MP: 999    EXP: 2600    AP: 15  
GIL DROPPED: 1800    Steal: Normal: Sprint Shoes    Rare: Sprint Shoes  
PILFER GIL: 3000    Drop: Normal: Soul of Thamasa    Rare: Soul of Thamasa



## Trapped in the Void

Following Yuna's accidental plunge into the Farplane, you witness a few scenes and then have a moment to move Yuna around a darkened space. After a few seconds, another scene begins in which you have the ability to direct certain events. When Yuna says, "I'm all alone," press to make Yuna hear someone whistle. When the ghost disappears and Yuna is searching for it, press to hear more whistling. After you press to whistle four times, the event ends.



After Yuna is alone for a moment on the Farplane and begins to speak again, press to hear a familiar whistle. Repeat this three more times to exit the Farplane. Don't hesitate, or you might lose the chance!



# AIRSHIP CELSIUS

COMPLETION: +7.8%

## ITEM CHECKLIST

Phoenix Down (x7)

Turbo Ether (x3)

Remedy (x6)

Hi-Potion (x8)

\*Al Bhed Primer ①

\*Only if you haven't mastered Al Bhed.

## The CommSphere Network Approach

After the initial scene on the Bridge, head down to the Engine Room and collect the restocked items in the four chests. After doing so, ride the elevator to the Deck and speak to Paine. Return inside, stop by the Cabin level to rest in bed and to restock at the Gullstore, then go back down to the Bridge. When Shinra asks you to check the CommSpheres, head to his control station and speak with him again to see what's up. There is a new option just under the Creature Creator on Shinra's list, enabling you to check the "CommSphere Network" that Shinra worked so hard to establish throughout Chapter 3. However, before dealing with the CommSpheres, remember to enter the Treasure Spheres menu and view **Crimson Record 2** and **Crimson Record 3**.

The Gullwings opt to step back from the grim affairs tearing Spira apart at the moment. Consequently, your only means of exploring Spira during Chapter 4 is through Shinra's CommSphere Network. Only certain CommSpheres work at certain times, depending on the circumstances. For now, speak to Wakka in Besaid, then Dona in Kilika. Also, check in with Maroda at Bevelle. If you gave the Awesome Sphere to New Yevon, someone throws the CommSphere set at Mushroom Rock Road into the ocean. However, if you sided with the Youth League, Yaibal updates you on the situation when you check Mushroom Rock Road.

Sometimes you need to move the camera before someone will appear, or to trigger a scene. Be patient, because a scene may not start until up to 30 seconds after the transmission begins. Direct the CommSphere with the D-pad or Left Analog Stick, press **RT** to zoom in, and press **○** to exit if someone isn't speaking. Zooming in for a closer view of characters or areas triggers some conversations and scenes.



Use the CommSphere Network to check in with people in Besaid, as well as Kilika, Bevelle, and Mushroom Rock Road. Although optional, viewing transmissions from the rest of Spira adds a lot of completion points to the game's overall completion total.

When all four conversations are complete, exit the CommSphere menu. Buddy is now standing patiently across from Shinra's station. Speak to him to trigger the next scene. After the Gullwings decide to look for Tobli, speak to Paine on the bridge and check the CommSphere Network for more transmissions. When you're done communicating with the people of Spira, speak with Buddy at the navigation console to head for the Moonflow in search of Tobli.

## Communicating with Spira, Part One

Unlike the previous instance, all areas of Spira are now available for viewing through the CommSphere Network. There are several scenes you can view in each location, simply by reconnecting with each location several times. Some of these scenes are worth fractions of a completion point, but when they're all added together, they're worth well over four whole percentage points! Some of these scenes are quite amusing, and the CommSphere Network provides a very interesting diversion from the normal game routine of exploring and battling.

The following table contains the scenes that occur in each area, in order. Fractions of a percentage point are indicated for viewing certain scenes. Do not use the dialog skip function; doing so reduces the percentage you receive. Scenes may take up to 30 seconds to begin, so be patient. A scene ends when the characters stop talking, when you hear a slight rise in the background music volume, or when the CommSphere disconnects due to technical difficulty.

NOTE: The percentages listed in this section are only correct if the player watches the CommSpheres in the order listed. This applies to all the charts.

## BESAIID COMMSPHERE SCENES

EVENT	%
Two children play hide and seek for a while.	0
A dog sniffs around the CommSphere.	0
Wakka emerges from his tent and speaks nervously to Yuna.	0.2
The Aurochs are practicing for blitzball.	0
An Auroch practicing wheel kicks hits another player with a blitzball by accident, then runs off.	0
Becl'em chastises the Aurochs for playing ball.	0.2
An Auroch practicing wheel kicks hits the CommSphere with the blitzball and Shinra gripes.	0

## KILIKA TEMPLE COMMSPHERE SCENES

EVENT	%
Wait until Barthello emerges from the temple. His lament destroys the CommSphere.	0.2
All further transmissions are distorted, because Barthello broke the CommSphere.	0

## KILIKA PORT COMMSPHERE SCENES

EVENT	%
Dona talks about Lian and Ayde having stopped by on the CommSphere.	0
Transmission from Dona talking about politics and the town children.	0
The former summoner snoozes. Zoom in close to hear Dona talk in her sleep. See where Bartschella, a cactuar, is hiding.	0
Dona has left her room.	0
A view of the port area.	0

## LUCA COMMSPHERE SCENES

EVENT	%
Shelinda interviews a female citizen.	0
Shelinda interviews a man in Luca.	0
Shelinda interviews a man at the docks who mentions the return of blitzball.	0.2
The CommSphere will not connect.	0

## MUSHROOM ROCK COMMSPHERE SCENES\*

EVENT	%
Zoom in on the face of the guard standing to the left and he gets annoyed.	0
The guard seeks to prove that the Youth League is justified.	0
The guard becomes sarcastic.	0
The guard claims the Youth League is prepared to fight.	0
The guard brags and mentions how Lucil is no longer in control.	0
The guard has a seat.	0

\*Only available if you gave the stolen sphere to the Youth League at the start of Chapter 2.



## DJOSE TEMPLE COMMSPHERE SCENES

EVENT	%
An AI Bhed technician approaches the camera. In AI Bhed, he says that in spite of the hectic situation and the disappearance of Gippal, they are holding the fort. You receive an <b>AI Bhed Primer</b> .	0.2
After a few seconds, the technician enters and relates a rumor he's heard regarding a powerful fiend in the Bikanel Desert.	0
The tech emerges from the prayer room and reports that the hole Yuna fell into was dug out from underneath, as if something "dragged the fayth into the abyss."	0
The tech speaks to the female AI Bhed on the screen's right side about the current lack of parts, and the inability to get them from Bikanel.	0
The female tech stands in the center and tries to remember a password, which is the name of a talking cactus. You receive an <b>AI Bhed Primer</b> .	0
The female tech steals the CommSphere to repair her machine. After this scene, Shinra cannot connect to Djose for any more transmissions.	0

## MOONFLOW COMMSPHERE SCENES

EVENT	%
Yuna asks a Hypello where Tobli is, but none of the Hypello know.	0
The Hypello practice for the show.	0
Three Hypello walk in and have a private conversation.	0
The Hypello work around the wagon.	0

## GUADOSALAM COMMSPHERE SCENES

EVENT	%
Ormi emerges from the chateau and reveals that Leblanc is out searching for her Noojie-Woojie.	0.2
A Hypello enters and tries to sell tickets, but the guards won't pay attention.	0
The guards have an interesting conversation about Leblanc's disappearance. Shinra can't believe how much the guards like her.	0
The guards talk about how they don't have anyplace else to go if the Syndicate breaks up.	0
The two guards talk about what chickens they are, and how Leblanc took them in.	0
Ormi hogs a little camera time and strikes his favorite pose.	0

## THUNDER PLAINS COMMSPHERE SCENES

EVENT	%
Angle the camera to the right to catch a chocobo with Shinra's latest device.	0.2
During the next transmission, the Choco-Porter breaks down.	0
The signal at Thunder Plains is distorted and dark.	0

## MACALANIA WOODS ENTRANCE COMMSPHERE SCENES

EVENT	%
The three musicians reappear and talk about their dream of the fayth and the dying woods.	0.2
If you did <i>not</i> complete the mission to stop Garik Ronso at Mt. Gagazet during Chapter 3, the Ronso youth enter the woods and the war against the Guado begins.	0
If you did <i>not</i> complete the mission to stop Garik Ronso at Mt. Gagazet during Chapter 3, a Guado gazes at the battle in the forest.	0
If you completed the mission to stop Garik at Gagazet in Chapter 3, two Guado appear and converse amongst themselves; no war occurs. This scene repeats each time you enter.	0

## MACALANIA WOODS TRAVEL AGENCY COMMSPHERE SCENES

EVENT	%
If the AI Bhed are in charge of the Agency because O'aka still has a debt, an AI Bhed woman approaches the camera and says she's leaving because there are too many fiends. You receive an <b>AI Bhed Primer</b> .	0
If you freed O'aka from debt one way or another, he emerges from the shop for various scenes. At first he tells Yuna that business isn't too good.	0.2
If O'aka was freed from debt, he comes out and sighs that he has no customers.	0
If O'aka was freed from debt, he emerges from the Agency and complains that someone has been missing for a year.	0
If O'aka was freed from debt, he practices various sales pitches—even in AI Bhed.	0
If O'aka was freed from debt, his brother Wantz appears and worries about having been gone so long.	0
A Barbuta attacks the Agency as a Flan Blanco slithers by.	0
A Barbuta attacks the Travel Agency.	0
A Flan Blanco slithers by.	0
There is no activity at the Travel Agency.	0

## BIKANEL DESERT EXCAVATION CAMP COMMSPHERE SCENES

EVENT	%
Speak to Nhadala regarding a new menace in the desert.	0.2
The diggers are hard at work.	0

## BIKANEL DESERT CACTUAR NATION COMMSPHERE SCENES

EVENT	%
Yuna realizes it's useless to try to communicate with the cacti without Benzo.	0
The cacti stand silent in the desert.	0

## BEVELLE COMMSPHERE SCENES

EVENT	%
If you gave the stolen sphere to the Youth League during Chapter 2, soldiers shoot out the CommSphere. It will not work thereafter.	0
If you gave the stolen sphere to New Yevon during Chapter 2, a captain scolds his guards for letting Maroda get away.	0
The Kinderguardians defeat New Yevon soldiers and escape.	0
The Kinderguardians admire the CommSphere and bond with Shinra.	0.2
The Highbridge is empty.	0

## Mystery at Mi'ihen

When the CommSphere Network is activated at Mi'ihen Highroad, Rin emerges from the Travel Agency and requests that you use the CommSpheres to help him investigate the recent strange occurrences. He's set up several CommSpheres around the Highroad area, and you can switch to the view of any CommSphere by pressing **□** and choosing another location. The Mi'ihen Highroad Mystery is a mini-game that you may want to start as early as Chapter 1 and spans across Chapters 4 and 5. Completing this mini-game can grant an extra item. More details are revealed in the Mini-Games chapter.

## CALM LANDS TRAVEL AGENCY SCENES

EVENT	%
Customers can be seen coming and going.	0
Customers can be seen coming and going.	0
The young unmarried man cries, and his father consoles him.	0
The young unmarried man's father runs behind the agency and places <b>50,000 gil</b> in a chest. After viewing this scene, the chest becomes available in Chapter 5.	0
A fiend attacks the CommSphere and eats it.	0

## CALM LANDS CHOCOBO RANCH SCENES

EVENT	%
If you did <i>not</i> capture a chocobo before the end of Chapter 3, Clasko stands in the empty ranch and repeats over and over how hopeless he is.	0
If you captured a chocobo before the end of Chapter 3, Clasko pets the chocobo.	0
If you captured a chocobo before the end of Chapter 3, Clasko updates Yuna on his care of the chocobos.	0.2
If you captured a chocobo before the end of Chapter 3, Clasko returns with a runaway chocobo, worried about what would happen if Yuna knew.	0
If you captured a chocobo before the end of Chapter 3, Clasko pets the chocobo silently.	0
If you captured a chocobo before the end of Chapter 3, Clasko sits in the chocobo's stall.	0

## MT. GAGAZET MOUNTAIN GATE SCENES

EVENT	%
Speak with Kimahri. The conversation is slightly different depending on whether or not you stopped Garik at Mt. Gagazet during Chapter 3.	0.2
The female Ronso gives Kimahri a back massage.	0

## MOUNT GAGAZET HOT SPRINGS SCENES

EVENT	%
A Ronso youth lets off some steam.	0
A Cactuar momentarily appears in the lower-right corner of the spring. Yuna is shocked.	0
Tobli emerges from the spring.	0.2
Zoom in on the heads floating on the surface to see a horde of Hypello.	0
Shoopufs bathe in the water.	0
A man swims alone. Yuna is disappointed.	0
Buddy gets a back massage from Barkeep.	0.2
O'aka tries new sales pitches.	0.2
Wantz spies on some girls bathing.	0
Isaaru, Maroda, and Pacce reunite.	0.2
Lucil and Elma discuss Clasko.	0.2
Maechen tries to educate a monkey.	0.2
If you captured a chocobo before the end of Chapter 3, Clasko bathes with the chocobo. If not, he bathes alone.	0
Cid, Nhadala, and Rin discuss the AI Bhed.	0.2
Dona hates bathing alone.	0.2
The hot springs are empty.	0



Rin can't seem to figure out why the machina went crazy or why the hover crashed during Chapter 3. He needs the Gullwings' CommSphere skills and deductive ingenuity!

# MOONFLOW

COMPLETION: +0.8%

**ENEMIES**

AGAMA	ARCHAEOTHYRIS	BALIVARHA	BANDIT	BARBUTA	BLACKGUARD
CHOCOBO	FLAN BLANCO	RUFFIAN	SHELL SHOCKER	TAROMAITI	VARAN
WATCHER-A	WATCHER-R	WATCHER-S	<b>ITEM CHECKLIST</b> Black Tabard Garment Grid		

## The Tobli Chase!

Finding Tobli will be difficult, especially since the people he owes money have come to collect. Head down the road just past the debt collectors, who stop and address Yuna. Tobli emerges and leads the thugs on a merry chase down the path. Follow the fleeing promoter and his pursuers to the banks of the Moonflow.



Finding Tobli is as simple as following the loan sharks who are after him.



The debt collectors block access to the shoopuf when you first arrive. You must wait for Tobli to break through their ranks before you can cross the Moonflow to find Tobli.

There's no sign of Tobli around the wagon, so continue into the passenger waiting area. One of the debt collectors confers with two guards who block the path. Retreat through the banks area and head south down the road until Yuna finds the debt collector standing on the roadside, gasping for breath. Tobli emerges and heads south. Follow him and his pursuer until Tobli tears through the area on a scooter. Now you must run back to the banks of the Moonflow.

Tobli's scooter crashes near the wagon caravan, but there's still no sign of Tobli. The guards no longer block access to the shoopuf wharf, so ride the shoopuf across the Moonflow to the north bank. Continue following Tobli and the debt collectors to Guadosalam's entrance to complete the mission.

# AIRSHIP CELSIUS

COMPLETION: +3.4%

## Concert Rehearsal

Following the deployment of the Hypello, you may notice that Rikku is missing from her usual position on the Bridge. Ride the elevator to the Cabin to join Rikku in a fun mini-game, as it's time to practice some dance moves for the concert. This short challenge is worth some valuable prizes, but you only get one shot. Save your game at the Save Sphere on the Bridge before proceeding to the Cabin.

Upon entering the Cabin, watch Rikku's session carefully and note how the button icons appear in the screen's lower-right corner. Each button is a different instrument or sound. Press the buttons that appear on Yuna's side of the screen. Buttons pressed at the moment the musical note in the bottom-left corner turns red score higher points.

Tap the controller buttons as rapidly as possible, even if you hit the wrong button for a second. You score higher if you hit the correct button, but you also score for each button hit whether it's the correct one or not. Don't let accuracy slow you down. When the song is finished, your totals for rhythm, fitness, and synch are tallied and averaged to provide a total score. Based on this result, you receive one of four prizes.



Each controller button plays a different instrument or sound effect. Tap the button rapidly when you see it on Rikku's side of the screen.



Obtaining the best prizes for this event requires a few practice attempts. Do a soft reset and try again to sharpen your skills.

## DANCING REHEARSAL PRIZES

TOTAL GROOVE	PRIZE
0-49	Pearl Necklace
50-99	Safety Bit
100-149	Sublimator
150+	Shmooth Shailing

## CommSphere Waves, Part Two

Before asking Buddy to go to the Thunder Plains, use Shinra's CommSphere Network to see how the concert promotion is going throughout Spira, and to collect more story completion percentage before moving on. As before, watch the scenes in the order presented here.

## BESAID COMMSPHERE SCENES

EVENT	%
Zoom in on Beclém's head to start a conversation.	0.2
Speak with Lulu and Wakka concerning their imminent arrival.	0.2
The Aurochs talk to Yuna.	0
The Aurochs interview Wakka.	0
The Aurochs interview Wakka; it's even funnier this time.	0
Wakka paces around restlessly. This scene repeats during each transmission hereafter.	0



## KILIKA PORT COMMSPHERE SCENES

EVENT	%
Dona practices an apology.	0.2
Dona practices chastising Barthello.	0
Dona ties the CommSphere to a balloon and sends it to Kiliika Temple.	0.2
Barthello receives the CommSphere, but shatters it with a mighty cry.	0.2

## LUCA COMMSPHERE SCENES

EVENT	%
Shelinda promotes Yuna's concert.	0
Luca's blitzball team practices in the square.	0
Luca's blitzball team practices on the stairs. Logos may run through the scene at some point.	0
Hypello gather Luca citizens to promote the concert.	0
Faulty transmission that repeats in a loop.	0

## MUSHROOM ROCK COMMSPHERE SCENES\*

EVENT	%
Lucil assures Yuna that she will try to stop a war.	0.2
Yaibal wishes he could go to the show.	0.2
Yaibal gathers his squad for a "mission."	0
The guard standing just to the left complains that everyone is abandoning their posts.	0
The guard whines that he wants to attend the concert.	0
The guard is gone; a Hypello dances; Lucil watches with a sigh.	0

\*Only available if you gave the stolen sphere to the Youth League at the start of Chapter 2.

## DJOSE TEMPLE COMMSPHERE SCENES\*

EVENT	%
*All scenes from the first CommSphere session begin or continue.	NA

## MOONFLOW COMMSPHERE SCENES

EVENT	%
If you told Lian and Ayde to head to the Moonflow during Chapter 3, they speak to Yuna.	0
A Hypello won't let Elma take her chocobo on the shoopuf.	0.2
A Hypello reports on the promotional efforts. Later, a shoopuf stomps through and smashes the CommSphere.	0
Bad reception.	0

## GUADOSALAM COMMSPHERE SCENES

EVENT	%
If you haven't spoken to Ormi previously, he emerges from the chateau and reveals that Leblanc is out searching for Nooj.	0.2
Ormi talks to Yuna about the concert.	0.2
A Hypello unsuccessfully tries to get the guards to go to the concert.	0
Two Fem-Goons emerge and talk about the concert and Leblanc.	0
Two Fem-Goons emerge and wonder if Leblanc will return and hijack the concert again.	0
Yuna or Leblanc? Leblanc's goons decide who's classier.	0
A Fem-Goon waves hello and enters the chateau.	0
A Hypello enters and tries to speak with the guards, but they don't pay attention.	0
Ormi emerges from the chateau and strikes a pose for the camera.	0

## THUNDER PLAINS COMMSPHERE SCENES

EVENT	%
People are gathering on the plains for the concert.	0

## MACALANIA WOODS ENTRANCE COMMSPHERE SCENES

EVENT	%
The three musicians reappear and wish Yuna well on her concert.	0
If you did not complete the mission to stop Garik Ronso at Mt. Gagazet during Chapter 3, the Ronso youth enter the woods and the war against the Guado begins. This occurs here if you did not see it during the first CommSphere session.	0
Pukutak appears, waves goodbye, then disappears.	0
Donga appears, beats his drum, then waves goodbye.	0
Bayra appears, nods, then vanishes.	0
An Amorphous Gel appears.	0

## MACALANIA WOODS TRAVEL AGENCY COMMSPHERE SCENES

EVENT	%
If the Al Bhed are in charge of the Agency because O'aka still has a debt, then an Al Bhed woman approaches the camera and says she's leaving because there are too many fiends. You receive an <b>Al Bhed Primer</b> . This scene occurs if you didn't see it previously.	0
If you freed O'aka from debt one way or another, he emerges from the shop and tells Yuna that business isn't too good. This scene occurs only if it wasn't previously seen in CommSphere session one.	0.2
If you freed O'aka from debt one way or another, he emerges from the shop and asks Yuna about the concert. He leaves the Travel Agency to head for the Thunder Plains.	0.2
A Hypello encounters fiends outside the Travel Agency and runs off.	0
A Flan Blanco appears outside the agency.	0
A Barbuta attacks the Agency as a Flan Blanco slithers by.	0
A Barbuta attacks the Travel Agency.	0
A Flan Blanco slithers by.	0
There is no activity at the Travel Agency.	0

## BIKANEL DESERT EXCAVATION CAMP COMMSPHERE SCENES

EVENT	%
Speak to Nhadala regarding their efforts to stop the fiend in the desert. An explosion wipes out the CommSphere.	0

## BIKANEL DESERT CACTUAR NATION COMMSPHERE SCENES

EVENT	%
Zoom in on the cactus named Marnella. Yuna asks Shinra if he can communicate to cacti like Benzo.	0
The cacti stand silent in the desert.	0

## BEVELLE COMMSPHERE SCENES

EVENT	%
If you gave the stolen sphere to the Youth League during Chapter 2, soldiers shoot out the CommSphere. It will not work thereafter. This scene occurs if it wasn't seen in a previous CommSphere session.	0
If you gave the stolen sphere to New Yevon during Chapter 2, the same series of scenes involving the Kinderguardians occurs (if they weren't seen in a previous CommSphere session).	NA

## CALM LANDS TRAVEL AGENCY SCENES\*

EVENT	%
*All scenes from the first CommSphere session begin or continue.	NA

## CALM LANDS CHOCOBO RANCH SCENES\*

EVENT	%
*All scenes from the first CommSphere session begin or continue.	NA

## MT. GAGAZET MOUNTAIN ENTRANCE SCENES

EVENT	%
Speak with Kimahri. The conversation is slightly different depending on whether or not you stopped Garik at Mt. Gagazet during Chapter 3. This scene occurs if it wasn't viewed during a previous CommSphere session.	0.2
If you did <i>not</i> complete the mission to stop Garik at Mt. Gagazet during Chapter 3, Ronso youths enter and speak to the female Ronso.	0
If you did <i>not</i> complete the mission to stop Garik at Mt. Gagazet during Chapter 3, the female Ronso counsels Kimahri on the departures of Garik, Lian, and Ayde.	0
If you did <i>not</i> complete the mission to stop Garik at Mt. Gagazet during Chapter 3, the female Ronso approaches the CommSphere and says not to worry about the Ronso.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, Garik approaches the CommSphere and wonders how to unite Ronso youth.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, a Ronso youth enters and tells Kimahri that he's going to the concert.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, the CommSphere is covered with snow. Move it around and a female Ronso wipes it off.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, Kimahri swears a new oath to protect the Ronso.	0
If you completed the mission to stop Garik at Mt. Gagazet during Chapter 3, a female Ronso approaches the CommSphere and says that the Ronso now recognize Kimahri's wisdom.	0
Garik approaches the CommSphere and relates the future of the Ronso youth.	0
The female Ronso gives Kimahri a back massage.	0

## MOUNT GAGAZET HOT SPRINGS SCENES\*

EVENT	%
*All scenes from the first CommSphere session begin or continue.	NA

## ZANARKAND RUINS SCENES

EVENT	%
Isaaru speaks to Yuna about the concert.	0.2
Isaaru and Yuna talk about Maroda and the situation in Bevelle.	0
Isaaru lies behind the CommSphere and wonders what he's doing at Zanarkand. Monkeys are everywhere.	0.2
A Hypello is advertising the concert.	0

# THUNDER PLAINS

COMPLETION: +1.8%

ENEMIES

AKA MANAH	ANOLE	ARCHAEOTHYRIS	ARMET	ASSASSIN BEE	BALIVARHA
BARBUTA	BLUE ELEMENTAL	BOLT DRAKE	CHOCOBO	FLAN ROJO	GEMINI
GIGAS	IRONSIDE	MALBORO	SPINE DRAKE	TAROMAITI	VARAN
WATCHER-A	WATCHER-R	WATCHER-S	ZALAMANDER		

## ITEM CHECKLIST

Echo Screen (x6)	Phoenix Down (x4)	Haste Bangle	Elixir
X-Potion	Petrify Grenade (x2)	Phoenix Down (x2)	Black Ring
Glass Buckle	Turbo Ether	X-Potion	

## Feeding on the Crowd

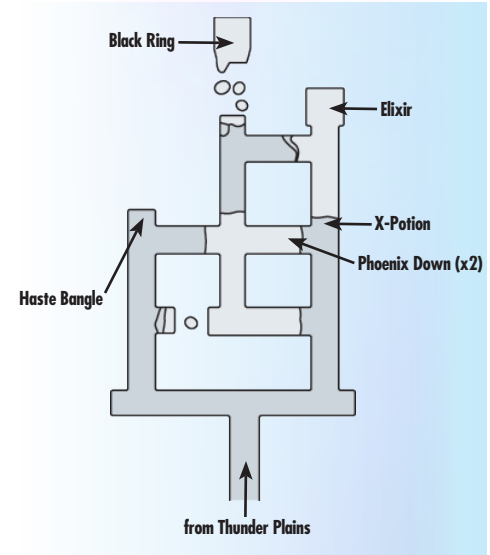
Although a large fiend is seen breaking through the rubble to a secret cavern on the Thunder Plains, there are new chests containing useful items scattered across the Thunder Plains' two main areas. Take a trip to the north exit and back, collecting all the items.

Inside the cave, head to the right and follow the passage north to a chest containing an **X-Potion**. From there, return to the cave entrance and continue up the cave's west side to a chest containing a **Haste Bangle**. Travel back to the first opening on the screen's right side and climb the rocks to the upper level.

From this point, you should be able to reach the remaining two chests with ease. The Zalamander boss protects the final chest. After defeating the Zalamander, open the chest to obtain the **Black Ring** and exit the cave.



The Hypello outside the secret cave entrance fully restores HP and MP to your entire party when you speak to him. Make sure the party enters the cave at full strength.



## ZALAMANDER



The Zalamander is an overgrown lizard that benefits from a constant Null Magic effect. None of a Black Mage's spells will work, and other magic-enhanced attacks will inflict little or no damage. Therefore, your party must overcome this fiend with physical attacks.

Equip powerful dresspheres such as Dark Knight, Gunner, Samurai, and Berserker to get the job done.

As usual, one character should assume the role of healer by donning the Alchemist dressphere. The Zalamander can be blinded, so a Songstress can perform Darkness Dance to affect the monster's vision and Accuracy. While it will do little to protect your characters from the Zalamander's Flame Breath attack, blindness causes most of the monster's other attacks to miss. This tactic should enable you to maintain more HP between each Flame Breath attack.



HP: 12850	MP: 276	EXP: 1200	AP: 1
Gil Dropped: 930	Steal: Normal: Sublimator Rare: Sublimator		
Pilfer Gil: 1300	Drop: Normal: Crimson Ring Rare: Crimson Ring		

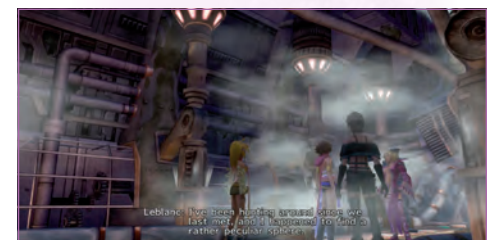
# AIRSHIP CELSIUS

COMPLETION: 2.2%

## ITEM CHECKLIST

Crimson Sphere 5

Once the concert is over and the crew is back on the Celsius, head to the Bridge for a few historical anecdotes told by Maechen. Buddy reports that Leblanc and her henchmen are waiting in the engine room. Eventually, they hand over **Crimson Sphere 5**.



Too bad. Now you won't get to see what's on Crimson Sphere 5 until the game's final chapter...



# AIRSHIP CELSIUS

COMPLETION: +2.0%

## ITEM CHECKLIST

Phoenix Down (x8)

Turbo Ether (x4)

Remedy (x7)

X-Potion (x4)

Mascot Dressphere

## Resolve of the Gullwings

The treasure chests in the Engine level are restocked again, and now contain **Phoenix Down** (x8), **Turbo Ether** (x4), **Remedy** (x7), and **X-Potion** (x4). Any time you want to proceed to the Farplane, which is the final dungeon of the game where Vegnagun awaits, speak to Brother and tell him the location from which you would like to enter. The location you choose determines the shape of your path into the Farplane Abyss, as well as the items you can find along the route. All of your characters should reach level 60 and above before proceeding to the Farplane.

## “Episode Complete” Time

Naturally, skipping to the Farplane now means you will miss out on a ton of story completion percentage. Speak to Buddy at the helm, and almost every location in Spira lights up as a Hotspot. The main goal of Chapter 5 is to visit every location and obtain an “Episode Complete!”. When these words appear on-screen, it usually means you’ve completed every possible mission in an area and resolved all the situations there (although there are a few areas where there’s still stuff to do even after “Episode Complete!” appears, which this guide points out along the way). After obtaining an “Episode Complete!” for every place in Spira except Bevelle, return to the bridge and obtain the **Mascot Dressphere**. Although humorous in appearance, this is probably the game’s most powerful dressphere with the broadest range of skills and the best set of auto-abilities. While wearing Mascot, each of the girls can access two other dressphere’s worth of abilities in addition to those provided by Mascot; something no other dressphere does. For overall utility, survivability, and usefulness, perhaps only Psychic compares. If you plan to tackle some of Chapter 5’s most vertiginous challenges, like the Via Infinito dungeon in Bevelle or the upper echelons of Shinra’s Fiend Arena tournaments, pack Mascot-capable combatants along the way.



The navigation menu starts with Hotspots in every area. Knock them all out to acquire the best dressphere.

## Celsius Scenes

If you rested at the Cabin level at least once during every chapter, return to the Cabin and rest for a final time. Upon waking, Yuna overhears Brother complaining about his unrequited love. Following this scene, head to the Engine Room and speak to Buddy regarding the origin of the Gullwings. These scenes are available to view only if you rested in the Cabin during every chapter.

# ZANARKAND RUINS

COMPLETION: +0.8%

ENEMIES



ANOLE



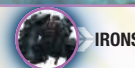
FLAILING OCHU



GUARDIAN BEAST



GUCUMATZ



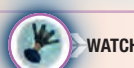
IRONSIDE



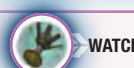
MYCOTOXIN



WATCHER-A\*



WATCHER-R\*



WATCHER-S\*

\*Appears only before defeating the Machina Panzer boss on the Thunder Plains.

## ITEM CHECKLIST

Dispel Tonic (x3)

Phoenix Down (x4)

## The New Inhabitants



Yuna: Even a place like this can't last forever. I need to accept that.

Zanarkand is one of the easiest areas to visit at the start of Chapter 5. Also, if you gave the sphere to New Yevon during Chapter 2, it's important that you speak to Isaaru at Zanarkand *before* heading to Bevelle. If you completed the monkey soul mate quest before the ending of Chapter 3, monkeys have driven off all of the tourists. Episode Complete! If you were unable to complete the monkey soul mate quest, better luck in your next game.

Maechen should be standing across from the Save Sphere. Speak to him and listen to his last story. Move toward the dome and speak with the former shopkeeper, then proceed until you spot Isaaru on a higher ledge. Speak to Isaaru one last time. If you continue a short distance to the dome, the party finds it sealed tight and you are offered an option to go directly back to the Save Sphere near the entrance of Zanarkand.

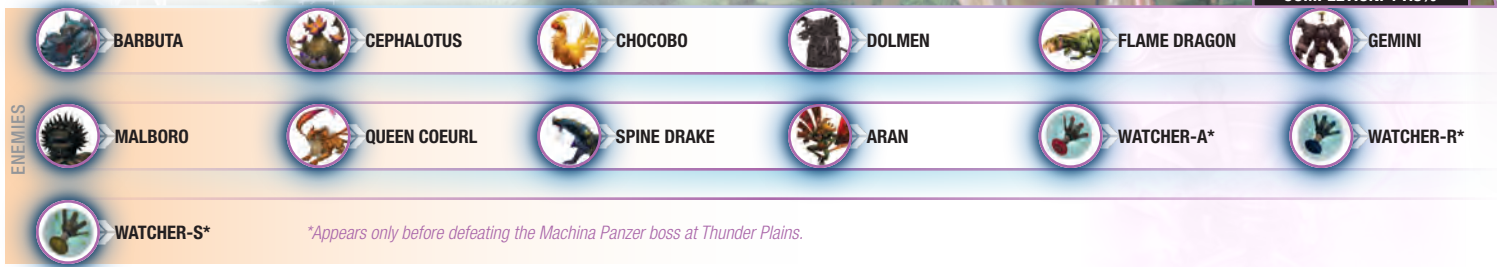
This guide usually sticks to listing regional activities in the order in which they're listed on Buddy's navigational menu,

but it's important to get Zanarkand out of the way early during Chapter 5. If you leave Zanarkand for last, as it's listed on the menu, you cannot receive the Mascot dressphere on the Airship Celsius, even if you've completed every Hotspot! Get Zanarkand out of the way immediately during Chapter 5 to avoid this problem.



# BESAID ISLAND

COMPLETION: +1.8%



## ITEM CHECKLIST

Ether (x4)      Twilight Rain      Mega-Potion      Black Lore      War Buddy Sphere      X-Potion (x2)      3500 gil

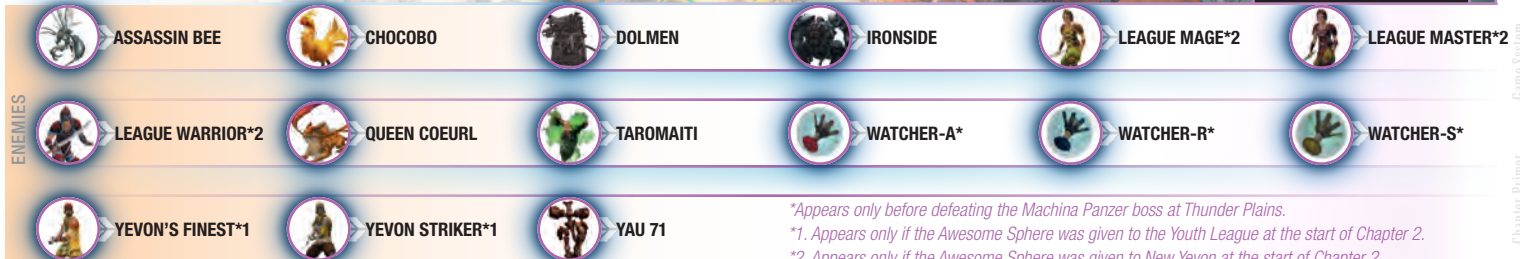
## Wakka's Gift

Scour the area for new items in the treasure chests. Find the **Black Lore** accessory on the ground between the Auroch's hut and the merchant's hut on the village's west side. This accessory makes you quite happy if any of the girls have mastered the Black Mage Dresssphere. Follow Wakka to the temple entrance and speak to him again. Head to the beach and say goodbye to Beclm, who gives you the **War Buddy Sphere**. On your way back to the village, you find Wakka pacing around the statue at the highest part of the road outside Besaid. Hand the sphere to Wakka, then follow him back to the village for a celebration. Episode Complete!



# KILIKA ISLAND

COMPLETION: +1.0%



## ITEM CHECKLIST

Ether      Star Curtain (x3)      Tricks of the Trade Garment Grid      Ether      Cat's Bell  
 Mana Tablet (x2)      Lunar Curtain (x3)      Invincible      Megalixir      Ether (x2)  
 Remedy      Light Curtain (x3)      Georapella Coins (x5)      Wall Ring      Turbo Ether (x2) or Samurai Dresssphere  
 Phoenix Down (x3)      3000 gil      X-Potion      Regen Bangle      Wizard Bracelet  
 Dispel Tonic      Arcane Lore      Mega-Potion

## Opening the Gates

Head to the second section of the port area, where the citizens are demanding that the guard open the gate and allow access to the temple. Run through the forest to the temple stairs, where Dona and Barthello reunite. Episode Complete!

## Kilika Extras

There are several reasons to return to Kilika a second time after gaining the Episode Complete. If you have not completed the quest to find the Squatter Monkeys in the woods, you may do so now. When all 13 are discovered, speak to the woman in blue standing on the east dock in the first port area to receive the **Chaos Maelstrom Garment Grid**.

The temple is full of treasure chests containing valuable items and accessories. In the last chamber just before the Chamber of the Fayth, the chest in the center of the room holds the **Samurai Dresssphere** (if you failed to obtain it during Chapter 3). If you already picked up the Samurai Dresssphere, the chest holds **Turbo Ether** (x2) instead.

## Invincible

There's a secret item at Kilika that you can now obtain. During all the chapters, a man on the deck of the boat docked on the second port area's east side observes the construction progress on the Youth League base with a sphere recorder. If you spoke to this man during Chapter 1 and Chapter 3 and viewed the base through his sphere camera each time, speak to him again in Chapter 5. After viewing the base, the man offers to send you to the base via a ferryman.

You must view the whole scene at the base through the lens of the sphere camera. Turn on the Guide Map if you've been playing with it off. You see a white X on the Guide Map, indicating the ferryman, who takes you back to the port when you're finished. The yellow square indicates the location of a chest containing the accessory **Invincible**, which allows the wearer to inflict more than 9999 HP damage with an attack or spell!

You may also notice a yellow X moving around the docks at the base. Run after and catch a small child, who bribes you to go away with **5 Georapella Coins**.



Visit this man whenever possible to secure passage during Chapter 5.



# LUCA

COMPLETION: +0.6%

## ITEM CHECKLIST

Light Curtain (x3)

## Season of the Blitz

Blitzball becomes available when the Gullwings enter Luca for the first time during Chapter 5. Even for those familiar with the game from *FINAL FANTASY X*, there are lots of new things to learn. Please refer to the Blitzball section in the Mini-Games chapter for more information.

## Place of Poignancy

On the stair bridge leading to the Luca exit, move to the edge of the balcony, just below the Save Sphere, to trigger a scene where Yuna discovers a moogles that no one else can see. Follow the moogles through Luca to the stadium, and then to the west dock where a ship is harbored. When Yuna is finished reliving her memories, the episode is complete!



The invisible moogles lead Yuna back through Luca to the docks.

# MI'IHEN HIGHROAD

COMPLETION: +0.2%

ENEMIES	AKA MANAH	BARBUTA	CEPHALOTUS	CREEPER	EPITAPH	FLAN ROJO
	HEXAPOD	HUG BUG	LICH	MYCOTOXIN	PEREGRINE	QUEEN COEURL
	WATCHER-A*	WATCHER-R*	WATCHER-S*	ZU	KING VERMIN!	

\*Appears only before defeating the Machina Panzer boss at Thunder Plains.

## ITEM CHECKLIST

Phoenix Down (x5)  
Black Belt  
3000 gil  
Remedy (x2)  
Hi-Potion (x3)  
Titanium Bangle  
Holy Water (x6)

Remedy (x2)  
Phoenix Down (x5)  
Victor Primoris  
M-Bomb (x2)  
Soft (x5)  
Hi-Potion (x3)  
Echo Screen (x5)

## Detective Rin Is At It Again!

Return to Mi'ihen via the airship or from the Luca entrance and a person greets you. Rin is expecting you, and you may proceed directly to the Travel Agency. The clues you saw using the CommSpheres around Mi'ihen reveal the culprit behind the recent incidents. Once Rin figures out the mystery, you can ride chocobos on the Mi'ihen Highroad. When the scene concludes, you score an Episode Complete!

While riding a chocobo, open chests by pressing . You can also continue the Publicity and Matrimony campaigns (if needed) by pressing when speaking with the NPCs involved.

## Mi'ihen's Forgotten Treasures

After obtaining the Mission Complete for Mi'ihen, return to the area to gather items. Ride a chocobo through the raised road area just south of the Mushroom Rock entrance, and pause at the gap. After waiting a few seconds, you get the option to jump to a higher level where your chocobo opens a chest to obtain a **Phoenix Down** (x5). Leave the immediate area and return, then stand immobile in the gap for a few seconds again. This time, when you accept the option to go, the chocobo drops into the gorge to obtain the **Victor Primoris**.



The Victor Primoris allows Paine's Full Throttle Dressphere to inflict more than 9999 HP damage.

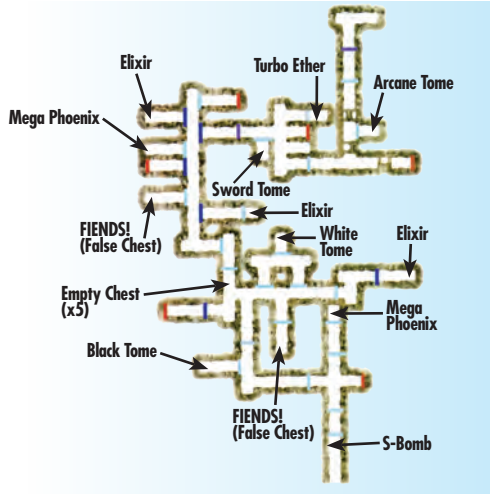
## The Fiend Colony

Just when you thought you've done every task imaginable on the Mi'ihen Highroad, along comes a new challenge. A secret dungeon is available at Mi'ihen during Chapter 5. However, you can access the dungeon only if you assisted Clasko in setting up the Chocobo Ranch at the Calm Lands. Visit Clasko and raise a few chocobos to level 5. When you dispatch a chocobo to search for treasure, it's more likely to return to Clasko's ranch, depending on how many you have there. Dispatch one or more high-level chocobos to Mi'ihen Highroad to search for items. Check in with Clasko every once in a while to see if the chocobo you sent to Mi'ihen has returned. When it finally does, Clasko reports to Yuna that a strange new portal was found near the site where the hover wrecked during Chapter 3.

Return to Mi'ihen at that point to see a green cloud near the Save Sphere in the wide area at the bottom of the gorge. Enter the cloud to dive into the secret dungeon.

A chest containing **S-Bombs** is next to the entrance. Stone walls have sealed off many of the passages in the tunnels, and you can blow them open with bombs. As you move through the passages, stand next to wall sections and watch Yuna's skirt carefully. When it flaps as if rustled by a light breeze, you've found a wall that can be blown open. You must then choose the appropriate type of bomb, and the correct number, or the blast will be a failure. Most walls are soft enough to be destroyed by setting five S-Bombs.





However, if you run out of S-Bombs, switch to the more potent M-Bombs, or even L-Bombs, which are the most powerful of all. The best way to obtain more bombs is by fighting fiends in random battles. Creepers, Hug Bugs, and Hexapods all drop bombs upon defeat. If a character using the Lady Luck Dressphere manages to successfully bribe one of these monsters, you can accumulate massive amounts of various bombs.

Some of the walls in the tunnel are stronger and require more firepower. Strong walls are marked in blue on the map, and the strongest walls are marked in purple. Use five S-bombs to blow down light-blue walls, use five M-Bombs to blow down dark-blue walls, and use nine L-Bombs to blow down purple walls. Avoid the walls marked in red, because they are trap walls. When you attempt to blow these, you are forced to fight Epitaphs.

Blast through the tunnels and collect the awesome accessories inside the chests. Watch out for chests containing fiends. It's possible to win extra items and bombs by blowing up walls with proficiency. The chances of obtaining items by destroying walls drops as you proceed further into the cave. Also, don't equip a Charm Bangle. Instead, fight the insect-like fiends in the area to keep your bomb supplies going. When you reach the northernmost chamber, the boss of the fiend colony appears. After defeating the monster, you return outside the colony with all the walls reset, so collect all the items before facing the boss. Defeating the monster and completely clearing the fiend colony nets a **Font of Power Garment Grid**.

## KING VERMIN!



The King of the colony is a creature that loves fire. It loves to use it, and it loves to eat it. Equip your characters with accessories and Garment Grids with the Fire Eater ability and this boss will handle all of your healing whenever it tries to cast Firaga. (The Psychic Dressphere has Fire Eater built-in.) Conversely, avoid casting fire spells or using fire-based attacks on the monster or you will heal it. This King is not especially tough, so use your strongest Black Mage spells and a Dark Knight's Darkness attack to take it out. Keep everyone's HP high by designating one person as a White Mage or Alchemist, or by using Paine's HP Flurry ability while she's wearing the Trainer Dressphere.



HP: 39857	MP: 872	EXP: 5000	AP: 1
Gil Dropped: 3500	Steal: Normal: Turbo Ether	Rare: Turbo Ether (x2)	
Pilfer Gil: 2000	Drop: Normal: Power Gloves	Rare: Power Gloves	

# MUSHROOM ROCK ROAD

COMPLETION: +3.0%

ARCHAETHYRIS	CRIMSON SHADOW	DOLMEN	ELMA (CH5)	GUCUMATZ	LEAGUE MAGE
LEAGUE MASTER	LEAGUE SLASHER	LEAGUE VETERAN	LEAGUE WARRIOR	LICH	LUPUS
SPINE DRAKE	WATCHER-A*	WATCHER-R*	WATCHER-S*	YAIBAL	LUCIL
RIKKU	PAINE	BARALAI (CH5)	GIPPAL	NOOJ	

\*Appears before defeating the Machina Panzer boss at Thunder Plains.

### ITEM CHECKLIST

Mega-Potion 2500 gil	Turbo Ether (x3) Elixir	Elixir Machina Booster	Crystal Bangle Nooj's Sphere	Supreme Light Garment Grid
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## War: Now for Fun and Exercise

If you sided with the Youth League, speak to members at the entrance of Mushroom Rock Road. Restless now that the thought of impending war has subsided, the warriors desire a challenge. When ready, speak to Yaibal to accept a challenge against the first group of contenders from the Youth League. Follow Lucil through Mushroom Rock Road, encountering sets of Youth League soldiers at various points. You must fight six sets of Youth League soldiers, and Elma is in the final set. When you clear all six, you must fight Lucil. After that, Episode Complete!

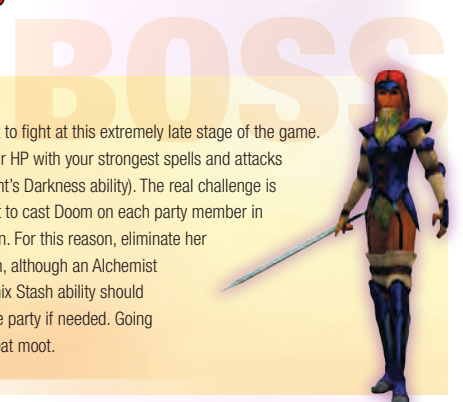
## LUCIL



Lucil isn't too difficult to fight at this extremely late stage of the game. Quickly take down her HP with your strongest spells and attacks (such as a Dark Knight's Darkness ability). The real challenge is that Lucil will attempt to cast Doom on each party member in fairly rapid succession. For this reason, eliminate her quickly to avoid death, although an Alchemist with the Mega-Phoenix Stash ability should be able to recover the party if needed. Going

into the battle wearing accessories like the Safety Bit also renders this threat moot.

HP: 7324	MP: 370	EXP: 370	AP: 2
Gil Dropped: 220	Steal: Normal: Chocobo Feather	Rare: Chocobo Feather (x2)	
Pilfer Gil: 3000	Drop: Normal: Circlet	Rare: Circlet	





## All Access at Mushroom Rock

The Gullwings automatically return to the Celsius when the last mission at Mushroom Rock is complete. Return to the area and collect the items in the chests in the ravine and near the headquarters. Don't miss the **Machina Booster**, just south of the elevator leading to Youth League HQ. This key item boosts the abilities of Rikku's special dressphere. Above, you can now finally enter the headquarters and move about. Meet Lucil on the rear observatory area, and she gives you **Nooj's Sphere**. Return to the Celsius and view the recording on the sphere, titled "Deathseeker."



With access to all parts of Youth League HQ, speak to Lucil on the rear balcony to receive a new sphere.

## Open the Den of Woe

The last two Crimson Spheres are found during Chapter 5 within the first 20 Cloisters of Bevelle's enormous Via Infinito dungeon. Upon collecting them (thus assembling all 10), return to the Den of Woe at the bottom of the gorge and examine the door. There are no items inside the Den, so proceed directly east to the large area. When the pyreflies overwhelm the party with their feelings, Yuna must take on each of her friends in separate single-character duels before reuniting to fight several bosses in a row. Before taking on this short quest, equip Yuna with the Thief Dressphere or the Treasure Hunt Garment Grid bearing the Mug ability, as your pyrefly-infected allies have great accessories to steal and lots of gil to pilfer.

Because Yuna is fighting alone for a couple of battles, boost her Defense by equipping accessories and a Garment Grid to maximize her status. It's also important to make sure at least one member of your combat party has a max HP total comfortably in excess of 5000. If you don't, the last boss in this sequence can easily send you to the Game Over screen with a single attack. If necessary, equip whichever character you prefer as your healer with one or two Bangle items (such as the Mythril Bangle or Crystal Bangle) so her max HP is over 5000. (Also a useful trick if you want to get in a little over your head in Fiend Arena tournaments or traveling ever downward in Via Infinito.) This doesn't have to be Yuna; by the time you get to the fight in question, Rikku and Paine will be restored to their senses.

## RIKKU



Rikku fights primarily by using standard attacks and damage-dealing disposable items like Arctic Wind. With the Psychic Dressphere's Eater auto-abilities (or an accessory like Tetra Guard) most enemy item use is irrelevant, since the damage is usually elemental-based. Snatch Rikku's valuable items and knock her down fast with your most fearsome attacks. Use Hi-Potions to recover if needed.



HP: 7800	MP: 92	EXP: 800	AP: 3
Gil Dropped: 200 Pilfer Gil: 3000	Steal: Normal: Bushido Lore Drop: Normal: Black Lore	Rare: Bushido Lore Rare: Black Lore	

## PAINE



Paine's attacks are slightly more powerful and straightforward than Rikku's, so don't hesitate to use an X-Potion to recover if necessary. Attack her quickly and mercilessly with your most powerful skills, and she should succumb almost as quickly as Rikku. As before, if Yuna is so equipped, be sure to steal from Paine before knocking her out.

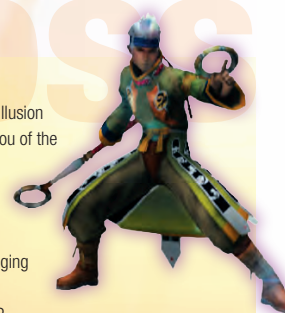


HP: 9200	MP: 55	EXP: 800	AP: 3
Gil Dropped: 200 Pilfer Gil: 300	Steal: Normal: Sword Lore Drop: Normal: Champion Belt	Rare: Sword Lore Rare: Champion Belt	

## BARALAI



The pyreflies have done a good job of creating an illusion of Baralai, because this battle will greatly remind you of the encounter at Bevelle. Baralai uses new attacks to drain MP and silence spellcasters, so it's extremely difficult to rely on magic.



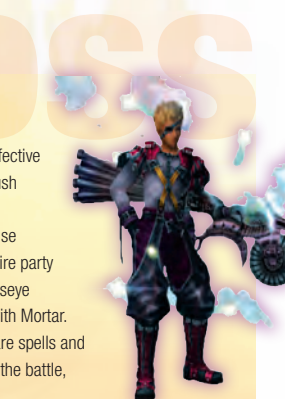
Heal every round in preparation to survive his swinging staff attacks. He can attack the whole party with standard attacks in a single round on top of his MP-draining multi-target attacks, so keep HP levels comfortable. An Alchemist is useful here, since she won't have to worry about having MP stolen. While maintaining the party, attack quickly and furiously with your best physical assaults.

HP: 12220	MP: 720	EXP: 1200	AP: 5
Gil Dropped: 200 Pilfer Gil: 300	Steal: Normal: Nature's Lore Drop: Normal: Crystal Ball	Rare: Nature's Lore Rare: Crystal Ball	

## GIPPAL



Fighting Gippal is a lot like fighting Baralai, with a few exceptions. Spellcasting should prove more effective against Gippal. Although he inflicts Silence with Hush Grenade attacks, he does so infrequently. Have an Alchemist or White Mage heal on each turn, because Gippal frequently causes lots of damage to the entire party with his attacks. As his HP drops, he performs Bullseye more frequently and also causes lots of damage with Mortar.



Basically, you need to take him from 5000 HP to 0 HP as quickly as possible. Use strong attacks like Flare spells and a Dark Knight's Darkness ability. If you have a leveled-up Thief available, use Pilfer Gil before the end of the battle, because nabbing up to 15,000 gil in one shot is pretty nice.

HP: 14800	MP: 235	EXP: 1200	AP: 5
Gil Dropped: 5000 Pilfer Gil: 15000	Steal: Normal: White Lore Drop: Normal: Magical Dances, Vol. I	Rare: White Lore Rare: Magical Dances, Vol. I	

# NOOJ



A healer should be working overtime yet again as you enter this battle. Nooj uses devastating gun attacks that can cause more than 1500 HP damage to a single character, and his Greedy Aura ability siphons MP from all of your characters at once while dealing heavy damage. Like the other shadows before, spellcasting is difficult. Take down Nooj with your strongest attacks, such as a Dark Knight's Darkness ability, or the regular attacks of the Samurai, Berserker, or Warrior. Use the Pilfer Gil ability if possible, considering how much money you stand to make in a single swipe. Keep the entire party's HP maxed as the battle approaches its end—when Nooj drops below 3000 HP, he begins performing a rather nasty attack called Lightfall that causes 5000 HP damage to each member of your party! Anyone who survives this attack should use a Mega Phoenix immediately, followed by a Mega-Potion. If you deal damage to Nooj quickly enough toward the end, it's possible to KO him before he unleashes Lightfall.



HP: 23800	MP: 720	EXP: 1800	AP: 10
Gil Dropped: 30000	Steal: Normal: Arcane Lore Rare: Arcane Lore		
Pilfer Gil: 20000	Drop: Normal: Magical Dances, Vol. I Rare: Magical Dances, Vol. I		

Clearing these apparitions from the Den of Woe scores you several great accessories and items, even if you didn't take the opportunity to steal from each boss. You'll score **Magical Dances, Vol. I**, a key item that unlocks some of the full potential of the Songstress Dresssphere, and the **Supreme Light Garment Grid**.

# DJOSE TEMPLE

COMPLETION: +0.8%

ENEMIES

ARCHAETHYRIS	ASSASSIN BEE	CHOCOBO	DOLMEN	GREATER DRAKE	LEAGUE MAGE*1
LEAGUE MASTER*1	LEAGUE SLASHER*1	LEAGUE VETERAN*1	LEAGUE WARRIOR*1	LICH	RUKH
TAROMAITI	WATCHER-A*	WATCHER-R*	WATCHER-S*	EXPERIMENT	

\*Appears before defeating the Machina Panzer boss at Thunder Plains. \*1. Appears only if the Awesome Sphere was given to New Yevon at the start of Chapter 2.

## ITEM CHECKLIST

Phoenix Down (x4)	Remedy (x2)	Soul Spring	Hyper Wrist	*Only if you haven't mastered AI Bhed.
X-Potion (x2)	Mana Spring	Power Wrist	*AI Bhed Primer	

## The AI Bhed's Technical Challenge

Enter the temple and the AI Bhed encourage you to challenge the new machine they've assembled. To complete the episode at Djose, you must defeat the machine once at its initial levels, then repeat this when it's at its highest levels. The levels of the Experiment are dependent on the number of machina assembly items excavated from Bikanel Desert. Defeat the boss at its highest level to obtain an Episode Complete and the **Magical Dances, Vol. II**, which enables a Songstress to learn Magical Masque.

## Raising the Experiment's Level

As stated, the Attack, Defense, and Special levels of the Experiment are dependent on the number of machina assembly items dug up in the Bikanel Desert. To complete the episode at Djose, fight the Experiment once in its weaker form, then again when all levels have reached level 5. This is the reason it was important to keep digging to a minimum in previous chapters. Remember that you can view the parts you've acquired through digging by checking the kiosk in the south chamber inside Djose Temple.

After defeating the Experiment the first time, head to Bikanel and begin digging for Attack Assembly, Defense Assembly, and Special Assembly items of the A, S, and Z varieties. The game gives various points each time you find one of these items, and the points are tallied to determine the level of the Experiment's Attack, Defense, and Special. For instance, if you have 1 Attack Assembly Z, 6 Attack Assembly S, and 8 Attack Assembly A, then multiply each quantity by the number of points it's worth, denoted in the points table to get the equation  $(1 \times 5) + (6 \times 3) + 8$ , which equals a total of 31 points. Referring to the status level table, you can see that 31 points brings the Experiment's Attack level to 4. Just find a few more parts, and the Experiment's Attack level should reach the maximum of 5.

## Repairing the Experiment

After battling the Experiment, you must help the AI Bhed get their machine back in shape before you can take on the Experiment again. After you defeat the Experiment once, key items called repair manuals can be found by talking to certain individuals and by searching other places around Spira. Upon obtaining a repair manual, return to the Chamber of the Fayth at Djose and give it to the technician standing next to the Experiment. The machine is immediately repaired and you can fight it again.

### POINTS PER ASSEMBLY TYPE

TYPE	POINTS
Z	5
S	3
A	1

### STATUS LEVEL PER POINT RANGE

POINTS	LEVEL
0 - 3	1
4 - 9	2
10 - 19	3
20 - 37	4
38+	5



Each time you want to fight the Experiment, you need another repair manual. Conserve your manuals, because only five are available in the whole game. The repair manuals are located in the following places:

- Speak to the man in the room with all of the pedestals on Djose Temple's second floor. When he asks for the password, enter "MARNELA". He gives you the repair manual in return.
- Speak to the man seated on the floor in the north chamber inside Djose Temple.
- There are three monkeys jumping in the area behind the reception building outside Djose Temple. When all three monkeys jump at the exact same time, press to receive a repair manual.
- At the Mi'ihen Highroad's north end, near the entrance to Mushroom Rock Road, a machina stands between Prophet and some empty wagons. Examine the machina to receive a repair manual.
- In the secret dungeon at the Calm Lands (explained in the Calm Lands section), a chest containing a repair manual is at the opposite end of the dungeon from the starting point.

Characters  
Garment Grids  
Accessories & Items  
Game System  
Chapter Primer  
Walkthrough  
100% Checklist  
Mini-Games  
Pierds



# EXPERIMENT



The difficulty of this boss is determined by the Attack, Defense, and Special levels listed by the AI Bhd technician before the battle. The Attack level indicates how badly the physical blows and rocket attacks of the machina damage your characters. At level 5, these attacks are devastating, but your party can quickly recover if a White Mage casts Curaga on the entire party, or if an Alchemist mixes a Mega-Potion.

You should generally perform some sort of mass group-healing action each turn whether you think it's necessary or not. The Special level of the Experiment determines which attacks it uses in battle. At level 5, Lifeslicer kills one of your characters instantly by doing damage equivalent to the character's HP. You cannot protect against this attack, but since the Experiment cannot perform it frequently, you can recover by using a Phoenix Down.



When the Experiment's Defense is at level 5, your normal attacks and spells do less than half their normal damage. The best ways to damage the Experiment effectively are with a Dark Knight's Darkness ability, or with a Gunner's Cheap Shot or Tableturner ability. Therefore, the ideal party includes at least one Dark Knight and one Gunner, with the third person functioning as a healer. Use the listed attacks repeatedly until the Experiment finally crumbles.

HP: 18324	MP: 0	EXP: 0	AP: 40
Gil Dropped: 0	Steal: Normal: Turbo Ether	Rare: Turbo Ether	
Pilfer Gil: 5000	Drop: Normal: Elixir	Rare: Elixir	

# MOONFLOW

COMPLETION: +0.4%

ENEMIES

- ARCHAEOTHYRIS
- BALIVARHA
- BARBUTA
- BLACKGUARD
- CHOCOBO
- FLAN BLANCO
- RUFFIAN
- SHELL SHOCKER
- TAROMAITIHP
- VARAN
- WATCHER-A\*
- WATCHER-R\*
- WATCHER-S\*

*\*Appears before defeating the Machina Panzer boss at Thunder Plains.*

## Music by the Moonflow Banks

Obtaining an Episode Complete at the Moonflow is a game-long task. If you failed to complete all of the Moonflow missions and the musician gathering mission at Macalania, all you can do is watch Tobli's final show. However, if you completed all the missions at Moonflow, sold all 10 tickets, and gathered the musicians from Macalania, Tobli's show draws a larger crowd. Speak to Tobli and agree to participate in the show. While you watch, you can change the camera angle to view the girls sitting in their various positions onstage. Press when done to see the Episode Complete indicator.



*Check in with Tobli to see if you've done enough to deserve an Episode Complete!*

# GUADOSALAM

COMPLETION: +1.2%

ENEMIES

- ARCHAEOTHYRIS
- BASCINET
- BLUE ELEMENTAL
- QUEEN COEURL

### ITEM CHECKLIST

Baralai's Sphere      Tempered Will Garment Grid

Key to Success, Crystal Ball, or Kaiser Knuckles

## Return of the Guado

If you defeated Garik Ronso at Mt. Gagazet and gathered the musicians in Macalania Woods, the Guado will have now returned to Guadosalam. Join the troupe in the central area, and speak to Tromell a second time to receive an Episode Complete.

## The Guado's Memories

Return to Guadosalam a second time and speak to Tromell outside the door that won't open. You can now enter the house that's been locked throughout the entire game and speak to a Guado youth. If you previously advised Lian and Ayde on the Thunder Plains, he speaks of meeting them and turns over the **Tempered Will Garment Grid**. **Baralai's Sphere** is in a chest inside this room. Return to the Celsius and speak with Shinra to view the sphere, which contains some rather shocking revelations about the praetor.





## A Gift Left by Tobli

A chest contains a valuable item inside Tobli's house. This item changes, depending on whether or not you perfectly completed all of the missions at the Moonflow, and if you defeated Garik at Mt. Gagazet during Chapter 3. If you did not complete the mission at Gagazet during Chapter 3 but successfully completed all the Moonflow missions, the item is the **Key to Success** accessory. If you completed the Ronso Youth uprising mission and all the Moonflow missions, the item is a **Kaiser Knuckles** accessory. If you defeated Garik but did not perfectly complete the Moonflow missions, the item is a **Crystal Ball**. The Key to Success is one of the best accessories in the game, which may make you question your decision to suppress the Ronso Youth uprising.

# THUNDER PLAINS

COMPLETION: +1.0%

AKA MANAH	ANOLE	ARCHAEOTHYRIS	ARMET	ASSASSIN BEE	BALIVARHA
BARBUTA	BLUE ELEMENTAL	BOLT DRAKE	CHOCOBO	FLAN ROJO	GEMINI
GIGAS	IRONSIDE	MALBORO	RHYOS	SPINE DRAKE	TAROMAITI
VARAN	WATCHER-A*	WATCHER-R*	WATCHER-S*	ASSAULT MACHINA	KILLER MACHINA
MACHINA LEADER	MACHINA SOLDIER	MACHINA STRIKER	HUMBABA	MACHINA PANZER	<i>*Appears before defeating the Machina Panzer boss at Thunder Plains.</i>

### ITEM CHECKLIST

- |               |                     |                             |                 |                                 |
|---------------|---------------------|-----------------------------|-----------------|---------------------------------|
| Remedy        | Budget Grenade (x2) | Valiant Lustre Garment Grid | Mystery Veil    | Nature's Lore                   |
| X-Potion (x2) | Turbo Ether (x2)    | Diamond Gloves              | Talisman        | Salvation Promised Garment Grid |
| Ochre Ring    | Sleep Grenade (x2)  | Hyper Wrist                 | Corpus Invictus | Force of Nature                 |

## Calibration Crisis

Fiends are attacking the lightning towers on the Thunder Plains. To complete this mission, run up to each Rhyos and engage it in battle. After defeating each creature, a treasure chest appears next to its corresponding lightning tower. The content of each chest depends on your highest score in calibrating each lightning tower during Chapters 2 and 3. For example, when you defeat the Rhyos near tower 1, the item is an Elixir if you managed to calibrate the tower with a score of 30. If your highest score is 5, you receive only an Ether. Use the table to determine which prizes are available for each chest.



*It's time to reap the rewards of your efforts in calibrating those towers.*

### LIGHTNING TOWER ITEMS FOUND IN CHESTS LEFT BY RHYOS ENEMIES

TOWER	PRIZES PER NUMBER OF CALIBRATIONS				
	0 – 5	6 – 14	15 – 24	25 – 29	30
1	Ether	Ether (x2)	Turbo Ether	Turbo Ether (x2)	Elixir
2	X-Potion	Mega-Potion (x2)	Elixir	Elixir	Megalixir
3	Mega Phoenix	Mega Phoenix	Elixir	Elixir	Megalixir
4	Power Wrist	Black Belt	Hyper Wrist	Power Glove	Champion Belt
5	Silver Bracer	Hypno Crown	Gold Bracer	Pixie Dust	Regal Crown
6	Yellow Ring	Lightning Gleam	NulShock Ring	Ochre Ring	Electrocutioner
7	Blue Ring	Watery Gleam	NulTide Ring	Cerulean Ring	Short Circuit
8	Red Ring	Fiery Gleam	NulBlaze Ring	Crimson Ring	Freezerburn
9	White Ring	Icy Gleam	NulFrost Ring	Snow Ring	Sublimator
10	Tetra Band	Tetra Gloves	Tetra Guard	Tetra Bracelet	Ribbon

## Leader of the Pack

Once you've defeated the enemies standing next to nine of the lightning towers, the girls notice that the lightning continues to strike. There's a tenth tower across a stream on the north plains area's west side (Tower 10 from the calibration mini-game). Run toward the Travel Agency, moving along the west side of the area, until the Gullwings notice the tower they haven't checked yet. Make sure the party is at full HP/MP and ready to fight before investigating this tower—a powerful boss protects it.



*Move toward the red arrow on the on-screen map to find the tenth tower.*



# HUMBABA



The key to victory in this battle is to have one character as a White Mage and use that party member to heal, while the others use Black Mage spells or special attacks to damage the boss. A White Mage should probably equip an item that substantially raises her MP. Have the White Mage cast Protect and Shell to reduce both physical and magical damage. Cast Cure type spells as necessary to keep the party going. Whenever the Humbaba casts Mighty Guard, cast Dispel to remove a few of the positive effects the creature has given itself. Use Ethers as needed to keep your White Mage casting spells throughout the battle.



While your White Mage maintains the health of the party, you need two characters who can cause heavy damage to the boss in spite of its raised defense. A Dark Knight and a Gunner can significantly damage the Humbaba with their Darkness and Cheap

Shot abilities, respectively. Avoid the use of lightning attacks, which the fiend likes to absorb to replenish its HP. The important part of this battle is to keep everyone's HP as high as possible. When the Humbaba dies, it attempts to take your party with it by casting Meteor. If your party members' HP totals are low, they might die at the end of the battle.

HP: 27772	MP: 785	EXP: 1800	AP: 1
Gil Dropped: 550	Steal: Normal: Hi-Potion (x2)	Rare: Ether	
Pilfer Gil: 1800	Drop: Normal: Hi-Potion (x4)	Rare: NulShock Ring	



Follow the red arrow on the on-screen map to Cid's location.

## Secret Cave of the Thunder Plains

Following the boss fight, a hole appears at the base of the distant lightning tower and an AI Bhed offers to take you into the hole. This leads to a secret cave below the Thunder Plains. Grab the item from the chest that the Humbaba left behind, equip all your characters to protect them from Poison and Thunder magic, and then speak to the AI Bhed again.

If you previously spoke to Cid at Zanarkand during Chapter 1 and told him that you were unhappy with his new business, and then spoke to him again on the Thunder Plains, Cid will be in the cave. His position is represented on the on-screen map by a red arrow. Move down the long passage to the first opening on the right, and follow that passage south to the very bottom of the area. Head east and proceed up the next passage on the left to find Cid. Unfortunately, he is being stalked by a very powerful foe. Defeat this beast to receive an Episode Complete.

# MACHINA PANZER



The three Watchers appearing with the boss act as informants, relaying the information they've observed during your battles across Spira. Using this info, the enemies lock your abilities to prevent you from using them. The Machina Panzer then mimics these abilities and uses them to defeat your party. Watcher-A locks any attack abilities used during battles, Watcher-R locks any recovery abilities used when it was present, and Watcher-S locks special attacks used while it was present. However, if you maintained a steady habit of eliminating Watcher enemies first in every battle, they will have little to report and you'll have an easier time using your abilities without fear of the Machina Panzer locking and mimicking them. Even if one of the Watchers can lock an action, quickly defeat it before it gets a chance to report and scramble your abilities.



Even alone, without any abilities to mimic, the Machina Panzer is no slouch. Its Gatling Gun and Sorcery Ray attacks force you to heal the entire party frequently, and it recovers HP if lightning magic is used on it. The boss can be afflicted with the Slow status, so have a Songstress use the Slow Dance ability every turn. Otherwise, you should be able to swiftly strike this boss with your strongest spells.

HP: 30500	MP: 1247	EXP: 4300	AP: 10
Gil Dropped: 10000	Steal: Normal: Oath Veil	Rare: Oath Veil	
Pilfer Gil: 2500	Drop: Normal: Crystal Bangle	Rare: Crystal Bangle	

## Thunder Plains Puzzle Cavern

Now that you've rescued Cid, the secret cave at the Thunder Plains features a challenging puzzle. As you've probably noticed, the cave is full of tough machina and random encounters occur quite often. The cave is a place where you can level up your characters and learn abilities in no time. However, while attempting to solve the puzzle, it is in your best interest to equip a Charm Bangle to prevent random encounters. This allows you to maintain stronger concentration and also makes the puzzle easier to solve.

Get something to write on, because you must remember and add up several numbers. Upon entering the cave, a brief explanation follows. The first of many key numbers appear in the screen's lower-right corner. The top number in yellow indicates the number of the next secret door where you can use the key number. The number in white is the first of two key numbers that you must add together to determine the password for the secret door. Make a note of the door number and the key number, because you may be asked for this information later. After the key number disappears, two chests appear. You can open only one of the chests. Opening the chest reveals a helpful hint, opens the next door, or does nothing.

After viewing a key number, the secret door that you can use it on is highlighted on the on-screen map with a red arrow. Proceed to the secret door and examine it. More key numbers appear on-screen. This time, the key number in the upper-left corner is the second key number for the door you are standing in front of. You must add the first and second key numbers to determine the passcode. In the bottom-right corner, the first key number for the next door you can open appears. Jot down the key number, as well as the number of the door it opens. Now add the first key number and the second key number together and input the sum to open the door. Be sure to make a note of the sum total before proceeding, because you may be asked for this information to open another door.

When you open a secret door, two chests appear. Again, you can open just one of the chests for a chance to obtain a helpful hint or even open the next door. If you're lucky enough to open the next secret door, the passcode that would have opened the door is displayed. Write this number down, because you may be asked to use it to open another door somewhere else.

Sometimes when a key number is displayed, it appears as a math problem, such as  $56732 + 4532$ . You must add these two numbers together, then add the second key number(s) to these to open the next door. Sometimes the key numbers are not displayed as integers. Instead of the key number, you may receive a clue such as "Amount of gil earned between entry and door 10" or "Number of battles since entry." You can look these numbers up on the special walls in the three corners of the maze. The wall in the northeast corner keeps a record of how much gil you've earned from random battles since entering the maze. The wall in the southeast corner keeps track of the codes of every door you've opened thus far. The wall in the southwest corner archives the number of battles you've fought since opening each door. However, if you enter the maze with a Charm Bangle equipped to prevent battles, then the amount of gil and the number of battles fought is always 0. This is the best way to approach this puzzle, since it means there will be fewer numbers to remember.



Make notes of the key numbers provided throughout this maze.

Once you open all 16 doors, exit the cave and return for a second round. When you solve this puzzle twice, a chest appears in the north corridor that contains the **Force of Nature** accessory.

# MACALANIA WOODS

COMPLETION: +0.6%

ENEMIES	AMORPHOUS GEL	BARBUTA	BLUE ELEMENTAL	CHOCOBO	DEEP HAIZHE	DINICTUS
	FLAN BLANCO	LICH	PROTEAN GEL	TAROMAITI	TENTACLES	VARAN
	WATCHER-A*	WATCHER-R*	WATCHER-S*	<i>*Appears before defeating the Machina Panzer boss at Thunder Plains.</i>		

## ITEM CHECKLIST

- Snow Ring
- Rune Bracer
- Ray of Hope Garment Grid
- Elixir

## MACALANIA LAKE TRAVEL AGENCY—WANTZ

ITEM	COST
Faerie Earrings	10000
Kinesis Badge	10000
Safety Bit	10000
Beaded Brooch	10000
Crimson Ring	10000
Snow Ring	10000
Ochre Ring	10000
Cerulean Ring	10000
Chaos Shock	15000
Fury Shock	15000
Lag Shock	15000
System Shock	15000

## MACALANIA LAKE TRAVEL AGENCY—O'AKA

ITEM	COST
Faerie Earrings	10000
Kinesis Badge	10000
Safety Bit	10000
Sword Lore	50000
Bushido Lore	50000
Arcane Lore	50000
Nature's Lore	50000
Black Lore	50000
White Lore	50000
Crimson Ring	10000
Snow Ring	10000
Ochre Ring	10000
Cerulean Ring	10000

## The Fading Woods

Return to the Sphere Spring, where your first meeting with Tromell took place. If you previously completed the missions to defeat Garik Ronso and to gather the musicians of Macalania, only a lone Guado will be standing off to the left at the rear of the area. Speak to this person to trigger an event. Then head back to the entrance of the forest, continue east, and visit the other spring. Yuna asks for a moment alone, then you receive an Episode Complete and the **Ray of Hope Garment Grid**.

## O'aka's Triumphant Return

A second Episode Complete is available at Macalania. If you previously rescued O'aka from debt or from his servitude in the Bikanel Desert, he appears outside the Travel Agency with his brother. After the two argue, you receive an Episode Complete. Open the nearby chest for an Elixir, then head inside to view the awesome accessories now sold by O'aka. If anyone in Spira has a better list of items, it's probably Wantz. Each man offers a different list of items when you speak with them. Return here as soon as you have enough gil to purchase these awesome accessories!



Looks like O'aka's back in business.

Characters  
Garment Grids  
Accessories & Items  
Game System  
Chapter Primer  
1  
2  
3  
4  
5  
Walkthrough  
100% Checklist  
Mini-Games  
Perks



# BIKANEL DESERT

COMPLETION: +1.2%

ENEMIES



\*Appears before defeating the Machina Panzer boss at Thunder Plains.

## ITEM CHECKLIST

Ether Faerie Earrings	Mega-Phoenix Hi-Potion	Megalixir Ether	Twist Headband Mute Shock	Beaded Brooch Phoenix Down	Mercurial Strike Garment Grid
--------------------------	---------------------------	--------------------	------------------------------	-------------------------------	----------------------------------

## Desert Turmoil

Benzo and Nhadala greet the group. Then the action shifts to the Cactuar Nation, where hundreds of fiends threaten to attack. To protect the Cactuar Nation, you must gather the 10 Gatekeepers hiding across Spira. To find a gatekeeper, speak to its mother. You can speak to a gatekeeper's mother only when she is awake, indicated by a green swirling around the cactus, as well as a green dot on the map. The cactus divulges clues to her child's location, then you can set out across Spira to find them.

## To Capture a Cactuar

Once you find a Cactuar, you must complete a short "Cact-War" mini-game to make the little creature go with you. During this challenge, the screen switches to split-focus. The picture on the left shifts between the Cactuar and its two sidekicks. You must wait until the Cactuar appears on-screen before firing. Even then, a Cactuar may be agile enough to dodge your shot. Sometimes the left picture switches focus so rapidly that you must actually fire your shot when you see the sidekick just before the Cactuar.

If you hit a Cactuar, you then have a chance to chain together additional hits by rapidly firing. Doing so enables you to rack up higher scores. If you accidentally hit one of the Cactuar's sidekicks, the bullet used is subtracted from your remaining stockpile. If you are hit by the Cactuar's counterattack, you lose ammo from your current stockpile.

Sometimes a Cactuar reacts to being shot and fires its needles at Yuna. Press and hold **[Square]** to dodge this attack. If you're hit, ammo is subtracted from your stockpile. Each shot reduces the Cactuar's HP by one point. If you manage to reduce the Cactuar's HP to zero before running out of ammunition, you win. If you run out of ammo and the Cactuar still has HP, you lose. Either way, the Cactuar still comes back to the Cactuar Nation with you. Note that in the case of Bartschella, the last of the gatekeepers exploring Spira, the two sidekicks are Magic Pots, as seen in *FINAL FANTASY X*. If you shoot one of the Magic Pots, you receive random items.

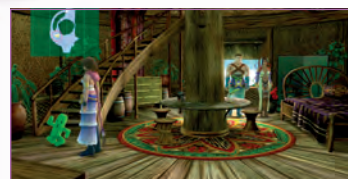
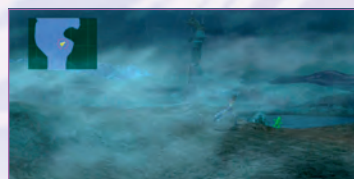
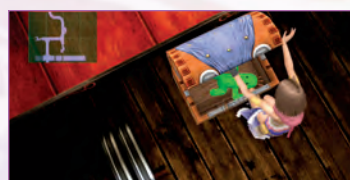
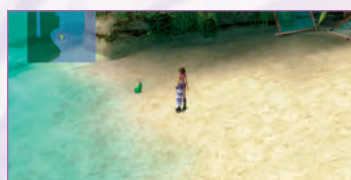
Once you've convinced a gatekeeper to return to the Cactuar Nation, fly back and speak to the Cactuar's mother again. A new cactus awakens and divulges clues to the location of the next gatekeeper. The 10 Gatekeepers become available to find in a specific order, and once you get the clue from their mothers, they are located in the following places:



Cact-War is a challenging and fun mini-game. You get additional chances to play it after you complete the "Ten Gatekeepers" quest.

## GATEKEEPER LOCATIONS

NO.	NAME	LOCATION
1	Lobivia	Bikanel Desert, Oasis
2	Toumeya	Besaid Island, Beach
3	Lobeira	Guadosalam Chateau, Ormi's Room
4&5	Areg & Arroja	Calm Lands, Gagazet Entrance
6	Islaya	Thunder Plains North, Near Tower 9
7	Chiapa	Kilika Island, Hidden Overlook
8	Erio	Mt. Gagazet, Summit
9	Bartschella	Kilika Port, Dona's House





## Cactuar Hollow

Once you've found nine Cactuars, return to the Cactuar Nation. The tenth gatekeeper is in Cactuar Hollow, at the top of the area. Proceed through the cave until you have what appears to be a randomly occurring battle. Afterwards, the Cactuars revive and enlarge one of the monsters from your previous battle, and you must fight it again. Hereafter, the cave is full of oversized versions of previous enemies to fight.

Proceed through the cavern and jump up the platforms near the waterfalls to obtain an Ether. Continue east through the passage until the chamber begins to fill with sand. You must collect the items and race through the area to the second concrete path on the other side. It requires several attempts to gather them all. On your final pass, run through the sand and reach the opposite end before Yuna is buried again. Continue to the end of the cave, where the tenth gatekeeper sits alone on the ledge. After a final Cactuar War shootout with Frailea, the rogue Cactuars unite to form a Jumbo Cactuar, and attempt to stop you from taking their friend.



## JUMBO CACTUAR, CACTUAR (X2)



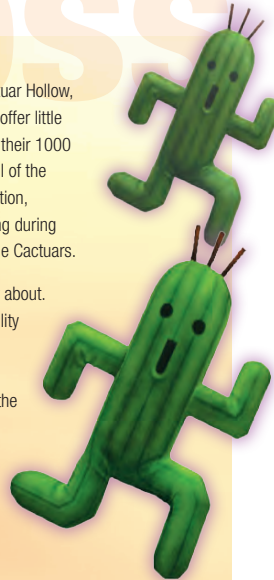
As you've probably observed while fighting in the Cactuar Hollow, these are very odd creatures to meet in combat. They offer little benefit in combat, deal exactly 1000 HP damage with their 1000 Needles attack, and oftentimes flee if the average level of the party exceeds theirs. Following in this backwards tradition, the Jumbo Cactuar seems content to do almost nothing during the battle, except casting Hastega on itself and the little Cactuars.

The smaller foes are the ones you really have to worry about.

It requires exceptional Accuracy to strike a Cactuar, so use special attacks like a Dark Knight's Darkness ability and Black Mage's spells. Eliminate the two Cactuars as soon as possible, then pummel the Jumbo Cactuar at your leisure while it does... nothing. If you're unfortunate enough to kill 10 Cactuars before reaching the Jumbo Cactuar (or if one of the sidekicks turns out to be the tenth), then you're in for a tougher battle with the Jumbo Cactuar's oversouled form, which uses third-tier elemental magic and Flare.

JUMBO CACTUAR	HP: 22222	MP: 1111	EXP: 0	AP: 10
Gil Dropped: 0	Steal: Normal: Stamina Tonic	Rare: Stamina Tonic (x2)		
Pilfer Gil: 0	Drop: Normal: Stamina Tonic	Rare: Rabite's Foot		

CACTUAR	HP: 2002	MP: 120	EXP: 0	AP: 0
Gil Dropped: 120	Steal: Normal: None	Rare: None		
Pilfer Gil: 180	Drop: Normal: None	Rare: None		



## The Ancient Power

Although the threat to the Cactuar Nation has been thwarted, the desert fiend from before is now attacking the AI Bhed camp. After speaking to Nhadala, you're offered a chance to return to the airship to purchase items and properly equip your characters. Rescuing the diggers' camp means facing off against one of the toughest fiends in the game. However, defeating Angra Mainyu results in finally receiving the Episode Complete from Bikanel Desert.

## ANGRA MAINYU, TAWRICH, ZARICH



Equip all of your characters with accessories that enable automatic Protect and automatic Reflect, or at least the ability to cast either spell. Consider having two of your characters as Dark Knights and one as an Alchemist. Mastery of these dresspheres is not required. For the benefit of the Alchemist, enter the battle with 99 Potions and 99 Hi-Potions. Even then, make sure your Alchemist knows the Mega-Potion Stash ability. It would also be wise to equip the Alchemist with Garment Grids or accessories that bestow abilities such as Auto-Haste, SOS Haste, or the ability to cast Haste. Additionally, equip accessories or Garment Grids so that a character can perform White Mage abilities—especially Reflect.

Start the battle by casting Reflect and Protect on your characters as needed. The two Dark Knights

should perform Darkness every round, while the Alchemist mixes a Potion and a Hi-Potion to achieve the effect of a Mega-Potion. Even if the party seems to be doing fine, mix the Mega-Potion anyway. Everyone must stay healthy every round, just in case Angra Mainyu performs Perdition's Flame, a devastating multi-attack that can cause as much as 6000 HP damage to each character. Performing Darkness every turn, the two Dark Knights should be able to keep the sidekicks, Tawrich and Zarich, KO'ed for most of the battle. Angra Mainyu cannot perform Perdition's Flame unless the two sidekicks are alive.

While Tawrich and Zarich are inactive, Angra Mainyu must waste turns to cast Full-Life on its helpers, so cast Darkness even if the two side helpers are dead for the moment. Zarich has the ability to drain MP, so it's difficult to cast spells for any purpose other than to reinstate Protect or Reflect spells. While Protect reduces damage from Perdition's Flame, Reflect protects your character from Flare spells that can cause 9999 HP damage. In fact, Reflect bounces the spell back at Angra Mainyu, causing 9999 HP damage to the boss! Even if your characters are around level 70, winning against this boss can take a long time. Victory rewards the party with both the **Ribbon** accessory and the **Mercurial Strike Garment Grid**.

ANGRA MAINYU	HP: 333444	MP: 9999	EXP: 5000	AP: 30
Gil Dropped: 5000	Steal: Normal: Megalixir	Rare: Megalixir		
Pilfer Gil: 2000	Drop: Normal: Ribbon	Rare: Ribbon		

TAWRICH	HP: 5440	MP: 9999	EXP: 0	AP: 0
Gil Dropped: 0	Steal: Normal: None	Rare: None		
Pilfer Gil: 0	Drop: Normal: None	Rare: None		

ZARICH	HP: 5440	MP: 9999	EXP: 0	AP: 0
Gil Dropped: 0	Steal: Normal: None	Rare: None		
Pilfer Gil: 0	Drop: Normal: None	Rare: None		

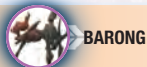




# BEVELLE

COMPLETION: +1.8%

ENEMIES



BARONG



DETONATOR



FLAN BLANCO



GEORAPELLA



PRECEPTS GUARD



SKINK



YAC-62



YAU-71



YSL-99

## ITEM CHECKLIST

Remedy (x5)  
Crystal Gloves  
10000 gil  
Hi-Potion (x6)

Phoenix Down (x8)  
Potion (x10)  
Chocobo Feather (x3)

1200 gil  
Oath Veil  
White Lore

Ether (x6)  
Remedy (x6)  
Phoenix Down (x8)

Dispel Tonic  
Scourgebane Garment Grid  
Crimson Sphere 6

Crimson Sphere 8  
Cat Nip  
Iron Duke

## Bevelle Finds Order

Move to the entrance of the temple. If you signed on with New Yevon, you receive an Episode Complete. However, if you gave the sphere to the Youth League, only the final scene with Maroda plays, and then you receive the **Scourgebane Garment Grid**.



Although hardly a fitting end to Bevelle's problems, you still get enough completion points from this ending to help out.

## Via Infinito

Enter the temple and proceed into the east chamber. Pacce and the Kinderguardians seem to have found something of interest. Use the Save Sphere before stepping onto the teleport glyph. The teleport transports the party to a series of 101 secret levels, called "cloisters." A strange person greets the group on Cloister 0, then drops **Crimson Sphere 6**. You can view it now, if you want, without returning to the Celsius. To the left of the item's location is a pad that eventually enables you to skip to the "Great Cloisters" found every 20 levels, but you must reach these special cloisters to activate this device. Straight ahead from the sphere's location is a hole in the floor, which you can drop through to Cloister 1.



Don't miss **Crimson Sphere 6**, which is left on the floor after the first scene.

The layouts of the cloisters are randomly generated. You never quite know what you're jumping into, falling into a lower cloister. Each level contains a glyph teleport that transports you back to where the Kinderguardians are gathered. Move through the level, avoiding traps if necessary. In some levels, you can actually speak to a Tonberry to obtain random items. While exploring, avoid fiends stronger than Tonberries visible in the halls.

Even at lower cloisters, you might run into an Elder Drake or Mega Tonberry that's likely way more than you can chew on when you first arrive. In each cloister, find a point where you can drop into a pit, which deposits you in the next cloister. Ideally, you should tackle this challenge with three Gun Mages in your party, because you can learn any Blue Bullet skills you might be missing. When you reach Cloister 20, you must fight the Aranea boss. Boss monsters must also be fought at Cloisters 40, 60, 80, and 100. Bevelle's "Episode Complete!" will not ring until you defeat the fiend in the final cloister. After defeating a boss, find a teleport glyph and return to the outside world. Save your game at the Save Sphere near the labyrinth entrance, then return and skip through to the boss level where you left off.

In Cloister 20, you fight Aranea, which drops **Crimson Sphere 8**. It's possible to get to this floor of the dungeon at relatively low levels, and you must get this far for the spheres needed to fully clear Mushroom Rock Road. To have any chance of going deeper, all of your characters should be at very high levels with over 9000 HP per person to survive the bosses and monsters starting at level 40. You must also use limit break auto-abilities, powerful chain attacks, and Auto-Life. Otherwise, the bosses eliminate your party quickly. This is a bonus area to explore as your characters progress past normal levels and abilities. Apart from the Demon and Farplane Cups in Shinra's Fiend Arena, no other challenge in Spira measures up to Via Infinito.

In Cloister 40, you face the Black Elemental, an incredibly powerful magic creature that's also part of one of the fiercest Fiend Arena teams. Songstress's Magical Masque and Gun Mage's Annihilator, both earned via the maxed-out AI Bhed Experiment at Djose Temple, can be a great help defeating this stubborn foe. Conquer the Black Elemental for **Cat Nip**. This powerful accessory can immediately be folded into your Via Infinito strategy—if the wearer of Cat Nip has low health, she's guaranteed to hit for 9999! Cat Nip also inflicts Slow and Berserk upon the user, but you can compensate for this in your plan if you want to incorporate this accessory for consistent, high damage from a single source.

Concherer, one of the sturdiest beasts this side of Angra Mainyu, resides in Cloister 60. Cloister 80 is home to Chac, a basilisk with even more HP. In Cloister 100, you battle Paragon. This weapon-type monster doesn't have as much HP as Concherer or Chac, but it makes up for it with sheer offensive power. Paragon's attacks can easily deal five-digit, limit-breaking damage to all characters. Immediately after defeating



Get ready for enemies more difficult than the final boss of the game!

Paragon in Cloister 100, you proceed to the final cloister to fight Trema. There's no break between battles to adjust equipment or heal, so be prepared and don't hesitate to recoup losses quickly using the best disposable healing items, like Megalixirs.



# CALM LANDS

COMPLETION: +0.4%

 ADAMANTOISE	 AKA MANAH	 AMORPHOUS GEL	 ARMET	 BALIVARHA	 BLUE ELEMENTAL
 CHOCOBO	 DAEVA	 FLAN BLANCO	 FLAN ROJO	 GRIM GAZE	 HAUNT
 LEUCOPHYLLA	 LICH	 PAIRIKA	 PEREGRINE	 PROTEAN GEL	 QUEEN COEURL
 RHYOS	 SKINK	 TAROMAITI	 TOMB	 VARAN	 VESPA
 WATCHER-A*	 WATCHER-R*	 WATCHER-S*	 ZURVAN	<i>*Appears before defeating the Machina Panzer boss at Thunder Plains.</i>	

## ITEM CHECKLIST

50000 gil\*  
Sword Lore\*  
Cerulean Ring

Mega Phoenix (x2)  
Turbo Ether  
X-Potion

Mega Phoenix (x2)  
NulFrost Ring  
NulTide Ring

Defense Bracer  
Electrocutioner  
Aurora Rain

*\*Depending on circumstances of CH4.*

## Wrapping Up Business

If you participated in the Publicity campaign, head to the Calm Lands. After a short event where the winner is decided, you receive an Episode Complete. Speak to the man in green standing with a group inside the Travel Agency area just to the left of the shop clerk. If you helped your agency reach level 5, he gives you the Calm Lands Free Pass, which allows you to ride hovers on the Calm Lands free of charge. If you failed to reach this high level but attempted the Publicity campaign anyhow, you obtain the Calm Lands Discount Pass, which allows you to ride hovers at a lower fare.

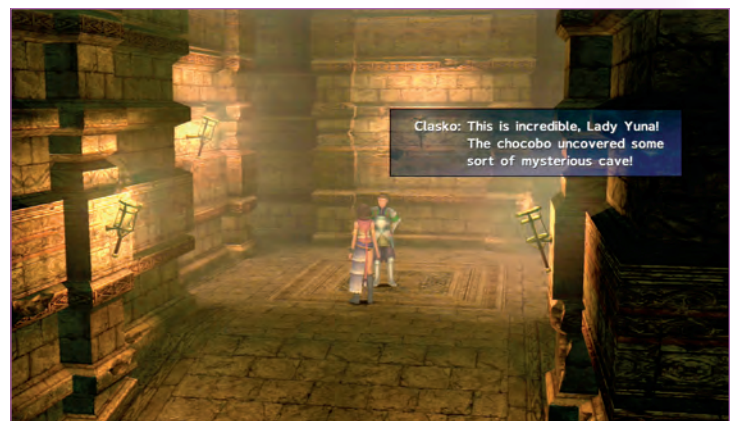
Speak to the man near the Travel Agency if you took up the Matrimony campaign. It's time to claim your prize for finding the young man a choice of brides! Also, if you saw the groom's father work on a treasure chest during Chapter 4, **50000 gil** can be found behind the Travel Agency in that chest. If you loot this personal safety deposit box and then speak to the groom's father, he laments that his money has gone missing. If you choose to return it to him, he rewards your honesty with the **Sword Lore** accessory. There are all new items on the Calm Lands plains, as well as many valuable accessories and key items to be gained in the gorge cave.



## Clasko's Secret Maze

Yet another secret dungeon provides another challenge during Chapter 5. Dispatch three level 1 chocobos to various locations in Spira, then return to the Calm Lands later to see if any returned. If any ran away, send out an equal number of replacement chocobos, still all the same level. If all three returned, send out three level 2 chocobos and wait for their return. When three level 2 chocobos return safely, send out three level 3 chocobos. Continue this process until you dispatch three level 3 chocobos, three level 4 chocobos, and three level 5 chocobos, and have them all return safely to the Chocobo Ranch. Once these criteria are met, Clasko remarks on an amazing new dungeon that has opened. This rather challenging dungeon contains some useful items and accessories, including the **Machina Reactor** item, which unlocks the Break HP Limit ability for Rikku's Machina Maw special dressphere.

You need high-level chocobos to unlock both Clasko's secret maze and the fiend colony along the Mi'ihen Highroad. If you've neglected raising chocobos until Chapter 5, the good news is that it's pretty easy to do right here in the Calm Lands. You can wander near Clasko's Chocobo Ranch while wearing a Lure Bracer, which triggers frequent random encounters. Chocobos are often members of the enemy battle party, providing you with a constant stock of recruits to send to Clasko. Random battles with other monsters allow time to pass while chocobos are dispatched and while Clasko restocks greens. And the random battles here in the Calm Lands also provide a great opportunity to gain EXP levels and new abilities, making the girls strong enough for challenges like the secret dungeons the chocobos unlock, Fiend Arena tournaments, and Via Infinito.



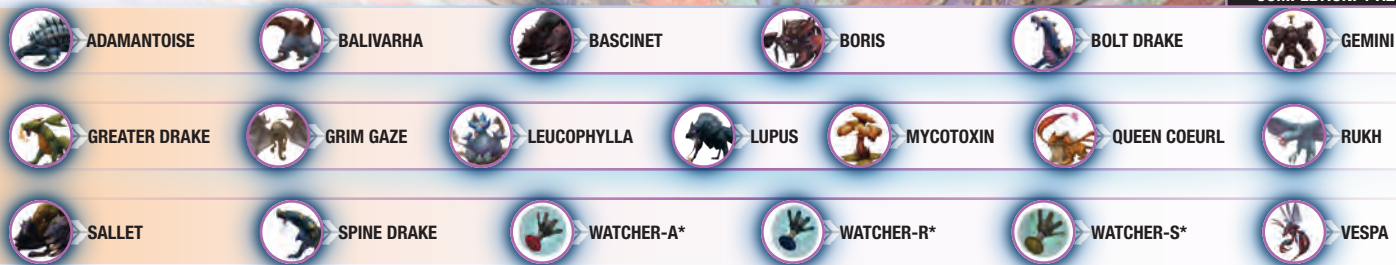
*You must explore another area and participate in several battles while waiting for your chocobos to return to the ranch.*



# MT. GAGAZET

COMPLETION: +1.2%

ENEMIES



\*Appears before defeating the Machina Panzer boss at Thunder Plains.

## ITEM CHECKLIST

Sacred Beast Garment Grid

### Garik Relents

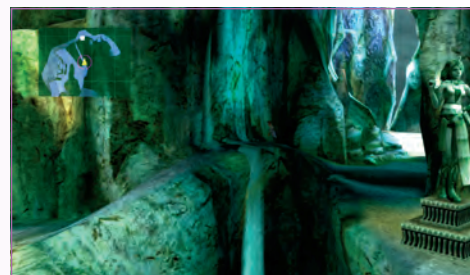
If you completed the mission where you defeated Garik Ronso, Garik complains to Kimahri again at the entrance of Gagazet. Follow Kimahri up the snowy mountain slopes until you spot a brawl between him and Garik. Not long thereafter, you obtain an Episode Complete.



The final confrontation between Garik and Kimahri occurs on the snowy slopes just north of Gagazet's entrance.

### An Ode in Stone

The Ronso artisan on the summit has decided on a subject for her monument and begins to carve its likeness into stone. If you answered the concerns of the Ronso with the best answers during Chapters 1 and 2, the statue turns out to be Yuna. Check back throughout Chapter 5 to view the artisan's progress. By the time you complete all the episodes in Chapter 5, the likeness should be finished.



The statues on the cliffs are starting to take shape.

# FARPLANE

COMPLETION: +6.4%

ENEMIES



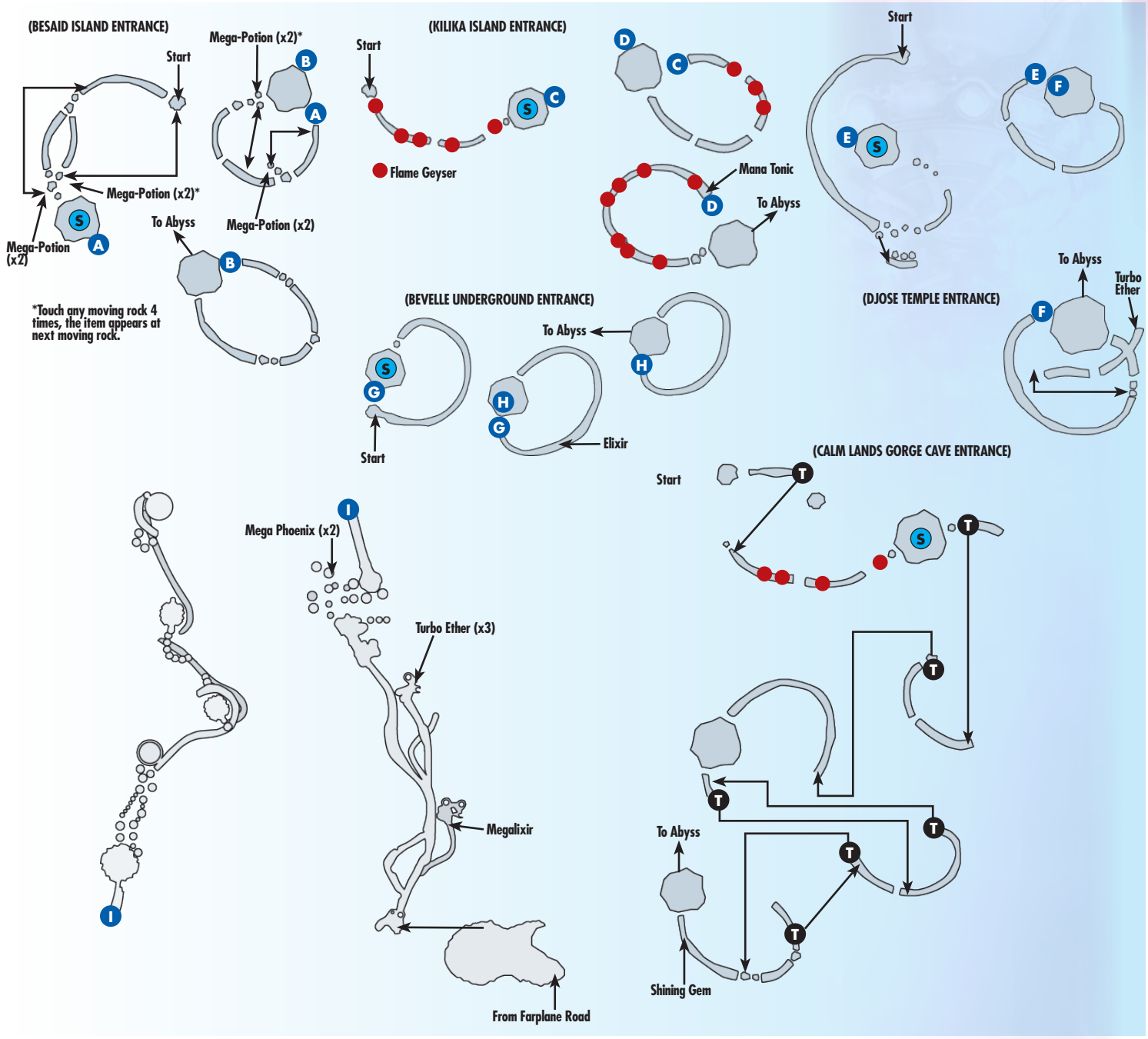
\*Appears before defeating the Machina Panzer boss at Thunder Plains.

## ITEM CHECKLIST

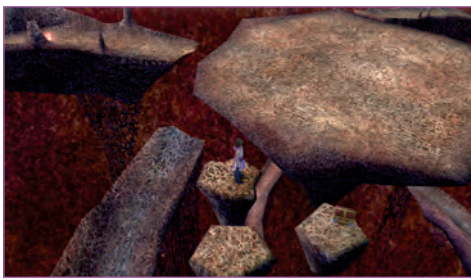
Mega-Potion (x2)    Turbo Ether (x2)    Shining Gem    Immortal Soul Garment Grid    Turbo Ether (x3)    Mega Phoenix (x2)  
 Mana Tonic    Elixir    Megiddo Garment Grid    Megalixir    Paine's Sphere

### Routes into the Farplane

It would be unwise to undertake the final mission at the Farplane before reaching levels 60 and above with all three characters. When you're ready to plunge into the depths of the Farplane, speak to Brother onboard the Celsius. You must choose a location from which to jump down a hole into the Farplane. There are five paths that lead from the entrance down to the Farplane Glen. Along the routes, paths converge at three points: the larger islands where the party must fight Shiva, then the Magus Sisters, followed by Anima. Once Anima is defeated, Yuna finds herself in the Farplane Glen. Thereafter, you can travel any route into the Farplane without fighting the bosses again.



Characters  
Garment Grids  
Accessories & Items  
Game System  
Chapter Primer  
1  
2  
3  
4  
5  
100% Checklist  
Mini-Games  
Perks



Prepare for a boss fight as you descend to each large island that floats in space.



Enter the Road to the Farplane from all five points in Spira to obtain a Garment Grid.

After choosing a location, you must proceed to the bottom of the Road to the Farplane without the ability to turn back. The path entered by dropping into the hole at Bevelle provides the easiest route, whereas the path from Djose Temple is somewhat tricky. You must take only one path to the center to complete the mission, but navigating all five routes in sequential order as they appear on Brother's menu (Besaid, Kilika, Djose, Bevelle, Calm Lands) causes a chest to appear that contains a **Megiddo Garment Grid**. Start with the Besaid path, descend to the Farplane Glen, then use the Save Sphere to return to the airship. Talk to Brother to enter via Kilika, descend to the Glen again, and so on, until this "Ultima"-enabling Garment Grid is yours.

### The Besaid Island Route

When entering through the hole at Besaid, the path seems to be fairly straightforward at first. However, you'll miss an item chest if you fail to perform a certain action. There are four small islands along the route that activate when you land on them. The islands move to a previous point on the path, depositing you there for a slight setback. After riding any of these islands four times, a chest with **Mega-Potion (x2)** appears at the next island.

### The Kilika Temple Route

Small flame geysers flare along the route from Kilika into the Farplane. If you touch too many of the flames in a row, you are teleported back to a previous location along the route. To avoid setbacks, wait until the flames die down for a brief moment, then quickly run over the geyser.



## The Djose Temple Route

To cross the route leading downward from Djose Temple, you must solve a tricky puzzle. Follow the route to a point where the islands appear to be missing. Return to where the path diverges and hop across the islands to the small strip of land on the right. There are three islands anchored along this strip of land. Examine the first small island to change views. You can now see three islands that you can strike with the anchored island. Push the left island toward island number 3, then push the right island toward island number 1. Finally, push the center island toward the remaining island to make the islands form a path that enables you to reach the Shiva boss battle.



Push the rocks into each other to create a path to the next area.

Further down the path, just before reaching the large island where Anima is located, a small island moves Yuna to a space between the main path and a side branch. Leap from the small rock to the side branch and proceed to the end. The first treasure chest is an empty ruse, but the one at the very end of the path contains **Turbo Ether** (x2).

## The Bevelle Underground and Calm Land Routes

The route from Bevelle into the Farplane is as straightforward as they come. Simply hop from path to path until you reach the Abyss. The Calm Land route features a tricky set of invisible teleporters that attempt to disorient you. Simply continue downward until you get through.

### SHIVA



The aeon of ice is naturally weak against Fire, so use a Black Mage to exploit this. Shiva's ice attacks drain HP and MP simultaneously, so make sure your Black Mage knows the MP Drain ability and can use it. Shiva can also be affected by Slow, which you should use to help during the battle. If you've grown powerful enough to receive "Episode Complete!" in most or all Hotspots, you should be able to roll over Shiva with brute force.



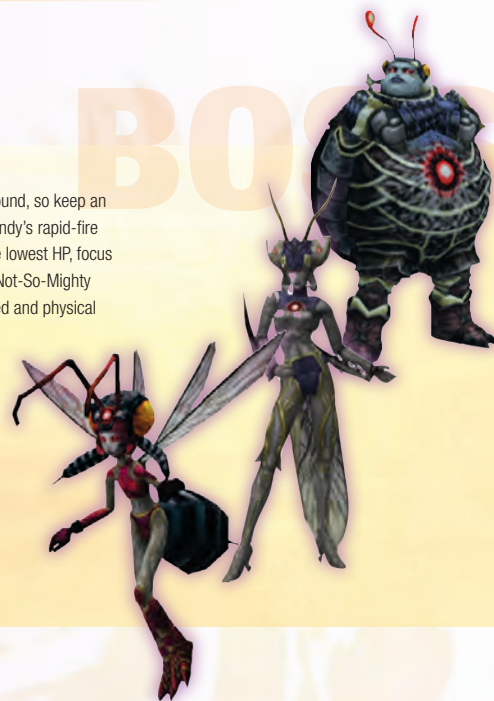
HP: 14800	MP: 9999	EXP: 8000	AP: 15
Gil Dropped: 2000	Steal: Normal: Snow Ring Rare: Snow Ring		
Pilfer Gil: 5000	Drop: Normal: Crystal Gloves Rare: Regal Crown		

## THE MAGUS SISTERS



This trio of sisters works together to siphon large amounts of HP from your party each round, so keep an experienced White Mage or Alchemist around and command them to heal every turn. Mindy's rapid-fire tail attacks can tie up one of your characters for almost an entire turn. Since she has the lowest HP, focus your strongest attacks on her. Have a White Mage cast Dispel, because the sisters cast Not-So-Mighty Guard on one another, which is a misnomer. While this spell is in effect, magic is reflected and physical attacks won't inflict as much damage. It's important to knock out one of the sisters as quickly as possible; otherwise, they perform their deadly Delta Attack after a few turns. Once Mindy is finished, focus your assault on Sandy, followed by Cindy.

<b>MINDY</b>	HP: 9788	MP: 9999	EXP: 3000	AP: 8
Gil Dropped: 1000	Steal: Normal: Chaos Shock Rare: Chaos Shock			
Pilfer Gil: 3000	Drop: Normal: Faerie Earrings Rare: Faerie Earrings			
<b>SANDY</b>	HP: 10330	MP: 9999	EXP: 3000	AP: 8
Gil Dropped: 1000	Steal: Normal: Potpourri Rare: Potpourri			
Pilfer Gil: 3000	Drop: Normal: Pixie Dust Rare: Crystal Gloves			
<b>CINDY</b>	HP: 12240	MP: 9999	EXP: 0	AP: 0
Gil Dropped: 0	Steal: Normal: White Cape Rare: White Cape			
Pilfer Gil: 0	Drop: Normal: Faerie Earrings Rare: Pixie Dust			



## ANIMA



Protect your characters from as many status ailments as possible by equipping the proper accessories before proceeding to the battle at the end of the Road to the Farplane. Anima is capable of Oblivion, a skill you may have enjoyed using in FINAL FANTASY X, but one you won't enjoy so much this time around. Most of Anima's other attacks seem insignificant, but it's important for a White Mage or Alchemist to heal the party each round in preparation for major HP loss after every Oblivion attack. The creature reduces most magic damage by half, but is weak versus Holy. Employ attacks such as a Warrior's Excalibur, or Trainer Yuna's Kogoro Holy. A Dark Knight's Darkness ability is also very useful in defeating this aeon.

HP: 36000	MP: 9999	EXP: 6000	AP: 15
Gil Dropped: 2000	Steal: Normal: Fury Shock Rare: Fury Shock		
Pilfer Gil: 4000	Drop: Normal: Tetra Band Rare: Tetra Band		





## Upon Reaching the Abyss

Surprisingly, Leblanc, Ormi, and Logos are waiting for the party at the gorgeous area ironically known as the Farplane Glen. After speaking with the trio once, Leblanc sells basic items when spoken to. A Save Sphere materializes in the corner following the scene, and you can use it to return to the Celsius. From there, you can choose another route into the Farplane to undertake more challenges and collect more items. If you don't want to explore the other paths and earn the Megiddo Garment Grid, you can simply proceed into the glowing area.



Leblanc and her henchmen in the Farplane Glen.

## The Interests of the Gullwings

After returning from the Farplane, several scenes are possibly accessible onboard the Celsius. Speak to Shinra to learn about new data he uncovered regarding the Farplane, then ride the elevator up to the deck to overhear a conversation between Brother and Buddy. You need most or all of the Al Bhed Primers to understand what they're saying. Thereafter, travel down to the Cabin to witness a tense standoff between Cid and his children.

When you're ready to return to the Farplane, speak to Brother in the cockpit seat. You can return directly to the Farplane Abyss where Leblanc waits, or follow any of the remaining routes from the temples along the Road to the Farplane.



Brother now directs traffic to the Farplane from his cockpit seat.

## The Song of Shuyin

When you're ready to proceed further toward Vegnagun, walk into the glowing, orange cloud just below the swirling vortex. The Gullwings enter an area filled with magical barriers. If you attempt to proceed before deactivating a barrier, you suffer a brutal encounter with the fiend Azi Dahaka. To properly deactivate the barriers, you must step on plates in the ground to learn a series of musical notes. Once you play the notes on a nearby keyboard, the barriers drop and you can proceed.

Move left from the starting point past the keyboard until Yuna steps onto a circle that emits light and sound. Continue to the nearby keyboard and input the notes So Mi' Re'. In the case of the latter two notes, input the ones with the small marks beside them, or else they are the wrong notes.



Enter the correct notes into the instrument, mindful of marks next to certain notes.

In the second area, there are three musical plates to step on before the next barrier is released. Each plate is directly under one of the electrical fields, so you must wait until the device activates and then stops before stepping onto the plate; otherwise, you are knocked off and may have to face a tough fiend. After stepping on all three plates, make your way up the path on the right to the keyboard and the chest containing a **Megalixir**. Input the new notes into the organ to release the next major barrier. As before, proceeding without deactivating the barrier triggers a fight with Azi Dahaka.

Repeat the same process in the third area. When following the path on the right, drop off the ledge's right side to a lower path. Step on the musical plate at the end of this path, then run up the slope to step on the highest plate before playing the keyboard.

If you trigger a fight against Azi Dahaka, rely on a similar strategy as against Angra Mainyu. Azi Dahaka is a guardian capable of outputting huge, party-wide damage with Damocles Photon, and crippling single-target damage with Scourge of Light. Use one party member as a healer, and two party members consistently pumping out heavy damage attacks like Dark Knight's Darkness and Psychic's Maser Eye. Azi Dahaka has one critical weakness—it lacks the Spellspring auto-ability. If you can drain it of its MP, you won't have to worry about its nastiest attacks anymore. Use Gun Mage's Absorb or Black Mage's MP Drain to drastically muzzle this guardian's ample bite.

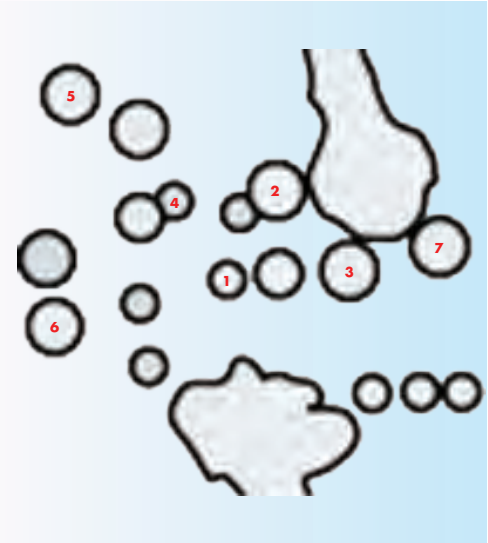


Unless you're prepared for a very nasty fight, don't attempt to cross the barriers without entering the proper notes.



## Hopping Madness

After Paine reunites with Gippal and receives **Paine's Sphere**, you face another musical challenge. A machina displays a bird's-eye view of the area above. You must jump onto the platforms in the same order as the musical notes played on the keyboards. It's difficult to memorize the exact placement and order of the platforms, so refer to the map where the platforms are numbered in the correct order. Intermediary platforms transport you between musical platforms when you jump and climb on them. After leaping on all of the platforms and triggering the musical notes in the correct order, proceed to the top and stand on the musical plate before the final gate. If the song plays correctly, you can proceed to Vegnagun. Between each of the following battles, use items to restore HP and move further up the path toward the head of the weapon.



Use moving platforms to reach the musical pads in order before approaching the gate.

## VEGNAGUN (TAIL)



The struggle to defeat Vegnagun piece by piece unfortunately begins with one of the hardest pieces. A laser fired from the tail section instantly knocks off close to 1500 HP from one character. Use an Alchemist to mix Potions and Hi-Potions to attain the result of Mega-Potion each round. Attack the tail with strong spells and a Dark Knight's Darkness ability every turn until it's defeated. Gun Mages are extremely useful—not only can she use Scan on each section of Vegnagun to give you more details about this ultimate foe, but she can also deal extra damage with Dismantler. Vegnagun is an enormous machina, after all.



HP: 34200	MP: 9999	EXP: 5000	AP: 5
Gil Dropped: 3000	Steal: Normal: X-Potion (x4) Rare: X-Potion (x6)		
Pilfer Gil: 3000	Drop: Normal: Megalixir Rare: Megalixir		

## VEGNAGUN (LEG), NODE A, NODE B, NODE C



The battle ends when the Leg is destroyed. If breezing through to the ending is your objective, then attack the leg swiftly to clear this battle and prepare for what's next. However, by destroying the three Nodes first, you vastly increase the amounts of EXP and gil won from this battle. You also stand a chance of receiving the exclusive **Hero's Drink** item. To attack a Node, you must target it with spells or ranged attacks. Even the most powerful Black Mage spells cause only minimal damage against the Nodes due to their high Magic Defense. The best method to attack the Nodes is with Ultima and Flare attacks, which are available only by equipping certain Garment Grids. Once you begin to attack the Nodes, they react with strong spells and healing magic.



The Nodes change color after performing a certain number of actions. A green Node uses recovery and support abilities, a yellow Node attacks with magic, and a red Node uses physical attacks. Sometimes the Nodes change color when attacked. A yellow Node is immune to magical attacks, and a red Node is immune to physical attacks. Listening to the hints in battle reveals some of this.

<b>VEGNAGUN (LEG)</b>	HP: 18220	MP: 9999	EXP: 6000	AP: 5
Gil Dropped: 3000	Steal: Normal: Elixir Rare: Elixir (x2)			
Pilfer Gil: 3000	Drop: Normal: Mythril Bangle Rare: Mythril Bangle			
<b>NODE A</b>	HP: 30000	MP: 9999	EXP: 8000	AP: 10
Gil Dropped: 3000	Steal: Normal: None Rare: None			
Pilfer Gil: 10000	Drop: Normal: Megalixir Rare: Hero Drink			
<b>NODE B</b>	HP: 30000	MP: 9999	EXP: 8000	AP: 10
Gil Dropped: 3000	Steal: Normal: None Rare: None			
Pilfer Gil: 10000	Drop: Normal: Megalixir Rare: Hero Drink			
<b>NODE C</b>	HP: 30000	MP: 9999	EXP: 8000	AP: 10
Gil Dropped: 3000	Steal: Normal: None Rare: None			
Pilfer Gil: 10000	Drop: Normal: Megalixir Rare: Hero Drink			





## VEGNAGUN (CORE), RIGHT BULWARK, LEFT BULWARK



The Right and Left Bulwarks attempt to protect the Core by casting various protective and restorative magic, as well as some spells to disable the party. The ideal solution is for a Dark Knight to use Darkness to wipe out both Bulwarks with a single blow before they can cast Protect or Shell on the Core. This way, you can focus the full force of your attacks against the Core as it attempts to charge up a massive attack against your entire party. If you fail to defeat the Core before it fires, use a Mega-Phoenix to resurrect any dead party members. Before the Core begins its next charging session, it revives the two Bulwarks. Destroy them again and disable the Core before you get hit again.



**VEGNAGUN (CORE)** HP: 33040 MP: 9999 EXP: 7000 AP: 10

Gil Dropped: 3000 Steal: Normal: Turbo Ether Rare: Turbo Ether  
Pilfer Gil: 4000 Drop: Normal: Megalixir Rare: Megalixir

**RIGHT BULWARK** HP: 3000 MP: 9999 EXP: 200 AP: 10

Gil Dropped: 150 Steal: Normal: Phoenix Down Rare: L-Bomb  
Pilfer Gil: 300 Drop: Normal: Mega-Potion Rare: X-Potion

**LEFT BULWARK** HP: 3000 MP: 9999 EXP: 200 AP: 10

Gil Dropped: 150 Steal: Normal: Phoenix Down Rare: L-Bomb  
Pilfer Gil: 300 Drop: Normal: Mega-Potion Rare: X-Potion

## RIGHT REDOUBT, LEFT REDOUBT, VEGNAGUN (HEAD)



Although the Head section remains on the battlefield throughout the fight, you can't target it until the Redoubts are destroyed first. After doing so, you can target and attack the Head. The Redoubts work together to inflict attacks that can cause up to 1500 HP damage on single characters. While the Redoubts are defeated and lie dormant, the Head attempts to resurrect them one at a time, or poison the party with a multi-status inflicting attack. It's a good idea to equip your characters with Ribbons before this battle. Use your strongest attacks and spells to hit the Redoubts until they crumple, then lash out at the Head with everything you've got. You must end this battle before Shuyin speaks seven times and uses Vegnagun to fire at Spira!



**RIGHT REDOUBT** HP: 2500 MP: 99999 EXP: 0 AP: 10

Gil Dropped: 0 Steal: Normal: Phoenix Down Rare: Mega Phoenix  
Pilfer Gil: 350 Drop: Normal: None Rare: None

**LEFT REDOUBT** HP: 2500 MP: 99999 EXP: 0 AP: 10

Gil Dropped: 0 Steal: Normal: Phoenix Down Rare: Mega Phoenix  
Pilfer Gil: 350 Drop: Normal: None Rare: None


**VEGNAGUN (HEAD)** HP: 38420 MP: 99999 EXP: 0 AP: 10


Gil Dropped: 0 Steal: Normal: Megalixir Rare: Megalixir  
Pilfer Gil: 8000 Drop: Normal: None Rare: None

## ENDINGS—NO SPOILERS!

Upon the defeat of Vegnagun, you proceed directly to the final battle against an adversary with very recognizable attacks. All you need to do is keep your party healthy by healing every turn, and counterattack the boss to win the game.

Following that, Yuna and the Gullwings return to the Farplane Glen. This is a scene that you can alter with the controller, if you so choose. Without altering this scene, you see the Common Ending of the game, which occurs during all three endings.

However, if you press  during the scene at the Farplane Glen, the fayth appears and asks Yuna if she wants to see someone. Answer "Yes" to view an extra scene after the Common Ending and the credits roll. This is called the Good Ending.

If you manage to accumulate 100% during one or more games, you can view the Perfect Ending by pressing  at the Farplane Glen. The Perfect Ending includes yet another scene following the Good Ending.

## New Game Plus Data

Following the credits and the ending scenes, the game offers an option to allow you to save your game as a New Game Plus. When this save data is loaded, you can begin a new game with all the dresspheres, Garment Grids, accessories, items, AI Bhed primers, special dressphere upgrades, Books of Magical Dances, and abilities gained in your previous game. However, your character levels are reset to level 1.

During New Game Plus, you can use Shinra's Creature Creator to induct many pivotal characters from *FINAL FANTASY X* and *FINAL FANTASY X-2* into the party. Deploying SP trap pods in certain areas may see you add old friends like Lulu, Logos and Ormi, and many others. View the Game System chapter for complete fiend capture info. Taking on and beating certain legendary warriors within the Farplane Cup also allows you to add them to the party... including a certain someone Yuna has spent the entire adventure trying to locate!





# 100% COMPLETION CHECKLIST

The purpose of this section is simple: To show that by making certain choices and completing all the missions and side quests of the game, you can achieve 100% story completion in a single game! For each Chapter, go to each location listed and perform the actions described to build up your total percentage. If you need to view a sphere, talk to Shinra on the Bridge and select the appropriate sphere. Do not skip any scenes or dialogue, and use the Walkthrough and Mini-Games chapters to complete the actions listed. You can get 100% all in one game and view the Perfect Ending!

## BEGINNING OF CHAPTER 1

**LUCA: +1.6%** **TOTAL: 1.6%**

Examine the moogles hiding on the second dock.  
Mission Complete! (Retrieving the Garment Grid.)

**AIRSHIP CELSIUS: +1.8%** **TOTAL: 3.4%**

Speak with Brother, Paine, Rikku, and Shinra on the Bridge.  
Speak to Barkeep in the Cabin.  
Rest in the Cabin.  
View Treasure Sphere: "Journey's Start."

**MT. GAGAZET, FLOATING RUINS: +2.6%** **TOTAL: 6.0%**

Reach the top of the Floating Ruins within the time limit.  
Mission Complete! (Defeat the Leblanc Syndicate to the top.)

**AIRSHIP CELSIUS: +0.6%** **TOTAL: 6.6%**

Speak with Brother and choose "Comfort him."

**LUCA: +1.6%** **TOTAL: 8.2%**

Mission Complete! (Relive Yuna's concert events, including the moogles healing event.)  
Speak with Rin in the corridor under the blitzball dome.

**Mi'ihen Highroad: +0.2%** **TOTAL: 8.4%**

Listen to Yuna's memories of the Mi'ihen Highroad.

**MUSHROOM ROCK ROAD: +4.6%** **TOTAL: 13.0%**

Speak with Yaibal and the other Youth League members.  
Speak with Clasko at the entrance.  
Enter the Mushroom Rock Road area to begin the "Foggy Fiend Frenzy!" mission.  
Mission Complete! (Navigate through Mushroom Rock Road to the lift area.)  
Speak to Clasko at the entrance to Mushroom Rock Road, and allow him to come onboard the Celsius.  
Outside the Youth League Headquarters entrance, speak with Lucil twice.  
Outside the Youth League Headquarters, speak with Maechen without skipping or interrupting. Shake Maechen's hand when he's done.  
At the Den of Woe, encounter Ormi and Logos. Speak with Maroda.  
Onboard the Airship Celsius, watch the Treasure Sphere recording, "Crimson Report 1."  
Speak to Clasko on the upper level of the Cabin.

**DJOSE TEMPLE: +1.0%** **TOTAL: 14.0%**

Receive the "Letter of Introduction" from Gippal.

**MOONFLOW: +0.6%** **TOTAL: 14.6%**

Speak to Tobli at the Moonflow South Bank.  
Mission Complete! (Escort the Hypello's wagon and don't lose any cargo.)  
Head toward the Farplane entrance to trigger a scene.

**GUADOSALAM: +0.4%** **TOTAL: 15.0%**

Approach the entrance to the Farplane.

**THUNDER PLAINS: +0.2%** **TOTAL: 15.2%**

Watch the entrance scene.

**MACALANIA WOODS: +2.2%** **TOTAL: 17.4%**

Speak to Bayra in Macalania Woods-South.  
Speak to Donga at the spring area.  
Speak to Pukutak in Macalania Woods-North.  
Speak to Tromell four times at the sphere tree grove.  
Mission Complete! ("Follow that O'aka!") Allow O'aka to board the airship.  
Board the airship and speak to O'aka in the Cabin.  
Before the Chapter 3 mission titled "Secure the Agency!" ends, pay off all of O'aka's debt.

**BIKANEL DESERT: +0.8%** **TOTAL: 18.2%**

Mission Complete! (Dig up the machina parts before time elapses.)  
Watch the scene with Baralai.

**BEVELLE: +0.6%** **TOTAL: 18.8%**

Approach the temple and meet Baralai.

**CALM LANDS: +0.2%** **TOTAL: 19.0%**

Watch the entrance scene.  
Begin to advertise for a company. (Publicity Campaign.)

**MT. GAGAZET: +0.4%** **TOTAL: 19.4%**

Watch the entrance scene.

**BESAID ISLAND: +2.2%** **TOTAL: 21.6%**

Mission Complete! (Find Wakka and defeat Flame Dragon.)

**ZANARKAND RUINS: +1.8%** **TOTAL: 23.4%**

Inside the dome, speak with Cid and choose "You bet I do!"  
Mission Complete! (Obtain the treasure sphere in the last room of Zanarkand.)

**AIRSHIP CELSIUS: +0.2%** **TOTAL: 23.6%**

Listen to reports of an "Awesome Sphere" in Kilika.

**KILIKA ISLAND: +1.6%** **TOTAL: 25.2%**

Enter Dona's house and speak with her.  
Mission Complete! (Reach the temple stairs and defeat YSLS-Zero.)

**CHAPTER 1 COMPLETE!**

## BEGINNING OF CHAPTER 2

**AIRSHIP CELSIUS: +2.4%** **TOTAL: 27.6%**

Rest in the Cabin.  
Speak to Brother on the Bridge and choose "Youth League." (Returning the Awesome Sphere.)

**MUSHROOM ROCK ROAD: +1.0%** **TOTAL: 28.6%**

Give the Awesome Sphere to Nooj.

**AIRSHIP CELSIUS: +0.6%** **TOTAL: 29.2%**

Begin the mission to steal three Leblanc Syndicate uniforms.

**BESAID ISLAND: +0.8%** **TOTAL: 30.0%**

Mission Complete! (Run the Gunner's Gauntlet and beat Beclém's required score.)

**KILIKA ISLAND: +0.2%** **TOTAL: 30.2%**

Go to Kilika Island and move forward to speak with Dona and the villagers.

**LUCA: +0.8%** **TOTAL: 31.0%**

Watch the interview with Shelinda in Luca-Square.

**MI'IHEN HIGHROAD: +1.4%** **TOTAL: 32.4%**

Mission Complete! (Capture a chocobo and rescue Calli within the time limit.)  
Speak to Clasko and Calli near the Travel Agency and let them and the chocobo board the Celsius.

**MUSHROOM ROCK ROAD: +1.0%** **TOTAL: 33.4%**

Outside the Youth League Headquarters, speak to Elma and Lucil.  
At the Den of Woe, speak with Nooj.  
Board the Celsius and speak to Shinra to watch Crimson Record 7.

**MOONFLOW: +0.2%** **TOTAL: 33.6%**

Mission Complete! (Sell all 10 tickets for Tobli.)

**GUADOSALAM: +0.2%** **TOTAL: 33.8%**

Speak to the guards outside Leblanc's chateau.

**THUNDER PLAINS: +0.2%** **TOTAL: 34.0%**

Speak to Cid in the southern portion of the Thunder Plains.

**MACALANIA WOODS: +1.4%** **TOTAL: 35.4%**

Mission Complete! (Locate all three musicians for the Hypello near the entrance.)

**CALM LANDS: +0.8%** **TOTAL: 36.2%**

Clasko leaves the airship and runs toward the old Monster Arena.  
Mission Complete! (Clear the fiends out of Clasko's Chocobo Ranch.)  
Capture a chocobo during a random battle before the end of Chapter 3.  
Speak to Lian and Ayde at the Travel Agency.

**ZANARKAND RUINS: +0.4%** **TOTAL: 36.6%**

Speak to Isaaru just inside the dome.  
Earn Mission Complete for "Operation: Monkey!" before the end of Chapter 3.

**DJOSE TEMPLE: +0.4%** **TOTAL: 37.0%**

Mission Complete! (Travel down Djose Highroad to obtain a Syndicate Uniform.)

**BIKANEL DESERT: +0.2%** **TOTAL: 37.2%**

Mission Complete! (Investigate the Oasis and defeat Logos to obtain a Syndicate Uniform.)

**MT. GAGAZET MOUNTAIN: +1.0%** **TOTAL: 38.2%**

Speak with Kimahri twice.  
Enter the hot springs from the overhanging cliff to view the complete hot springs event.  
Mission Complete! (Defeat Ormi and the Fem-Goons to obtain a Syndicate Uniform.)

**AIRSHIP CELSIUS: +0.2%** **TOTAL: 38.4%**

Watch the scene where all three Syndicate Uniforms are worn.

**GUADOSALAM: +3.4%** **TOTAL: 41.8%**

Mission Complete! (Steal back the stolen sphere from Leblanc.)

**AIRSHIP CELSIUS: +0.4%** **TOTAL: 42.2%**

Watch the discussion of the mission at Bevelle.

**BEVELLE: +2.6%** **TOTAL: 44.8%**

Mission Complete! (Infiltrate Bevelle and defeat Bahamut.)

**CHAPTER 2 COMPLETE!**

## BEGINNING OF CHAPTER 3

**AIRSHIP CELSIUS: +0.8%** **TOTAL: 45.6%**

Initial scenes.  
Rest in the Cabin.

**LUCA: +0.8%** **TOTAL: 46.4%**

Defeat three contestants and then Shinra to win the Sphere Break Tournament.

**MI'IHEN HIGHROAD: +0.6%** **TOTAL: 47.0%**

Mission Complete! (Defeat the malfunctioning machina attacking pedestrians on the Highroad.)

**MUSHROOM ROCK ROAD: +0.4%** **TOTAL: 47.4%**

Speak to Yaibal and Lucil near the barricade.

**DJOSE TEMPLE: +0.2%** **TOTAL: 47.6%**

Approach the temple to trigger a scene with Gippal.

**MOONFLOW: +0.2%** **TOTAL: 47.8%**

Speak to Tobli near the wagon to trigger a short scene.

**GUADOSALAM: +2.0%** **TOTAL: 49.8%**

Inside the chateau, speak with Logos and Ormi in the living room.  
Speak with Leblanc in her upstairs bedroom.  
Speak to Logos and Ormi a second time, then proceed to Logos's room.  
Watch Ormi's and Logos's spheres.  
Talk to Maechen.  
Obtain Crimson Sphere 4, then board the airship and watch Crimson Record 4 at Shinra's station.

**THUNDER PLAINS: +0.2%** **TOTAL: 50.0%**

Speak to Lian and Ayde in the northern part of the Thunder Plains. Choose any destination.

**MACALANIA WOODS: +0.8%** **TOTAL: 50.8%**

After paying off O'aka's debt, head to the Travel Agency at Lake Macalania and obtain a Mission Complete. (Defend the Travel Agency from fiend attacks.)

**BIKANEL DESERT: +0.4%** **TOTAL: 51.2%**

Speak to Marnela in the Cactuar Nation.

**CALM LANDS: +0.4%** **TOTAL: 51.6%**

Mission Complete! (Rescue the tourists trapped inside the cave.)  
Visit the Travel Agency to ensure the installation of Shinra's CommSphere.  
Visit the upper floor of the Chocobo Ranch to ensure the installation of Shinra's CommSphere.

**MT. GAGAZET: +0.4%** **TOTAL: 52.0%**

Mission Complete! (Defeat Garik Ronso at the mountain summit to stop the Ronso from waging war.)



**ZANARKAND RUINS: +0.2%** **TOTAL: 52.2%**

Speak to Isaaru inside the Zanarkand dome.  
Complete "Operation: Monkey!" mission before the end of Chapter 3.

**BESAIID ISLAND: +2.0%** **TOTAL: 54.2%**

Mission Complete! (Clear the temple of fiends and defeat Valefor.)

**KILIKA ISLAND: +1.0%** **TOTAL: 55.2%**

Mission Complete! (Sneak through the port and the forest to Kilika Temple, then rescue Barthello and defeat Ifrit.)



**AIRSHIP CELSIUS: +0.6%** **TOTAL: 55.8%**

Automatic scene.

**BEVELLE: +1.6%** **TOTAL: 57.4%**

Notice Gippal from the Highbridge.  
Witness a scene at the Bevelle Underground.  
Obtain Crimson Sphere 1, board the Celsius, and view Crimson Record 1 at Shinra's station.

**DJOSE TEMPLE: +2.2%** **TOTAL: 59.6%**

Mission Complete! (Defeat the fiends emanating from the temple and defeat Ixion.)  
When Yuna mentions "I'm all alone..." in the Farplane Abyss, press  to hear a distant whistle. Keep pressing  until you hear the whistle four times.

**CHAPTER 3 COMPLETE!**

## BEGINNING OF CHAPTER 4

**AIRSHIP CELSIUS: +1.8%** **TOTAL: 61.4%**

Watch Crimson Record 2 and Crimson Record 3 at Shinra's station.  
Rest in the Cabin.

**AIRSHIP CELSIUS: COMMSPIHERE NETWORK: +0.8%** **TOTAL: 62.2%**

View the Besaid Island CommSphere and speak to Wakka.  
View the Kilika Island CommSphere and speak to Dona.  
View the Mushroom Rock Road CommSphere and speak to Yaibal.  
View the CommSphere in Bevelle and speak to Maroda.

**AIRSHIP CELSIUS: +0.8%** **TOTAL: 63.0%**

Ride the elevator to the Deck and speak with Paine.

**AIRSHIP CELSIUS: COMMSPIHERE NETWORK: +4.4%** **TOTAL: 67.4%**

View the Besaid Island CommSphere seven times and watch the scenes with Wakka and Beclm.  
View the Kilika Island Temple CommSphere and speak to Barthello.  
View the Luca CommSphere and watch all of Shelinda's interviews.  
View the Mi'ihen Highroad CommSphere and view all the areas to gather evidence so that Rikku or the Chocobo Eater is the culprit.  
View the Djose Temple CommSphere and watch the first scene where the AI Bhed technician approaches the CommSphere.  
View the Guadosalam CommSphere; Yuna speaks to Ormi.  
View the Thunder Plains CommSphere and capture the chocobo with the Choco-Porter contraption.  
View the Macalania Woods Entrance CommSphere and the musicians appear and speak.  
View the Macalania Woods Travel Agency CommSphere and O'aka laments the poor business.  
View the Bikanel Desert Camp Area CommSphere and speak to Nhadala.  
View the Calm Lands Chocobo Ranch CommSphere until you see Clasko telling the chocobo, "You're a good boy, aren't you?"  
View the Mt. Gagazet Mountain Gate CommSphere and speak with Kimahri.  
View the Mt. Gagazet Hot Springs CommSphere and witness the scenes involving Tobli, Buddy, Barkeep, O'aka, Isaaru, Elma & Lucil, Maechen, Cid & Nhadala, and Dona.

**MOONFLOW: +0.8%** **TOTAL: 68.2%**

Mission Complete! (Chase Tobli around the Moonflow to the entrance of Guadosalam.)

**AIRSHIP CELSIUS: +1.0%** **TOTAL: 69.2%**

Rehearse for Thunder Plains concert.

**AIRSHIP CELSIUS: COMMSPIHERE NETWORK: +2.4%** **TOTAL: 71.6%**

View the Besaid Island CommSphere scenes involving Beclm and Lulu.  
View the Kilika Island Port CommSphere scenes involving Dona.  
View the Kilika Temple CommSphere scenes involving Barthello.  
View the Mushroom Rock CommSphere scenes involving Lucil and Yaibal.  
View the Moonflow CommSphere scenes involving Elma.  
View the Guadosalam CommSphere scenes where Ormi speaks about the concert.  
View the Macalania Woods Travel Agency CommSphere scene where O'aka leaves for the concert.  
View the Zanarkand Ruins CommSphere scene with Isaaru.

**THUNDER PLAINS: +0.4%** **TOTAL: 72.0%**

Mission Complete! (Clear the fiends out of the cave and defeat Zalamander.)

**AIRSHIP CELSIUS: +1.0%** **TOTAL: 73.0%**

Listen in on the crowd's argument.  
Talk to Tobli to start the concert and watch the YRP scene that follows.

**THUNDER PLAINS: +0.4%** **TOTAL: 73.4%**

Yunapalooza.

**AIRSHIP CELSIUS: +2.2%** **TOTAL: 75.6%**

Speak to Maechen on the Bridge.  
Speak to Leblanc in the Engine Room.

**CHAPTER 4 COMPLETE!**

## BEGINNING OF CHAPTER 5

**AIRSHIP CELSIUS: +2.0%** **TOTAL: 77.6%**

Watch Crimson Record 5 at Shinra's station.  
Speak to Buddy on the Bridge.  
Rest in the Cabin to be awakened by Brother's rambling.  
Speak to Buddy in the Engine Room.

**ZANARKAND RUINS: +0.8%** **TOTAL: 78.4%**

Episode Complete!  
Speak to Maechen and agree to listen about Vegnagun.

**BESAIID ISLAND: +1.8%** **TOTAL: 80.2%**

Episode Complete!

**KILIKA ISLAND: +1.0%** **TOTAL: 81.2%**

Episode Complete!

**LUCA: +0.6%** **TOTAL: 81.8%**

Mission Complete! (Follow the moogles to relive memories of FINAL FANTASY X.)  
Episode Complete!

**MI'IHEN HIGHROAD: +0.2%** **TOTAL: 82.0%**

Episode Complete!

**MUSHROOM ROCK ROAD: +3.0%****TOTAL: 85.0%**

Mission Complete! (Fight with the Youth League warriors and defeat Lucil.)  
 Episode Complete!  
 Go to the observation deck at Youth League Headquarters, and speak to Lucil to receive Nooj's Sphere.  
 Board the airship and watch the Treasure Sphere movie "Deathseeker" at Shinra's station.  
 Obtain all the Crimson Spheres and open the sealed door in the Den of Woe. Defeat Rikku, Paine, Baralai, Gippal, and Nooj. Episode Complete!

**DJOSE TEMPLE: +0.8%****TOTAL: 85.8%**

Defeat the Experiment boss when its Attack, Defense, and Special levels are below level 5.  
 Repair the Experiment with the repair manual key items. Defeat Experiment boss a second time when all levels are level 5. Episode Complete!

**MOONFLOW: +0.4%****TOTAL: 86.2%**

Episode Complete!

**GUADOSALAM: +1.2%****TOTAL: 87.4%**

Join the musical group in the central square. Episode Complete!  
 Return to Guadosalam and speak to Tromell outside the locked door. Enter the locked area and obtain Baralai's Sphere, then board the Celsius and watch the Yevon's Secret sphere at Shinra's station.

**THUNDER PLAINS: +1.0%****TOTAL: 88.4%**

Mission Complete! (Defeat the fiends attacking the towers.)  
 Enter the secret cave and rescue Cid. Defeat the Machina Panzer boss.  
 Episode Complete!  
 Onboard the airship, speak with Cid on the outside Deck.  
 Return to the Bridge to view Cid's tirade.

**MACALANIA WOODS: +0.6%****TOTAL: 89.0%**

View the scenes at the two springs. Episode Complete!  
 Trigger the scene with O'aka and Wantz near the Travel Agency. Episode Complete!

**BIKANEL DESERT: +1.2%****TOTAL: 90.2%**

Mission Complete! (Locate the first nine Gatekeepers and return them to the Cactuar Nation at Bikanel.)  
 Mission Complete! (Enter the Cactuar Hollow and defeat the Jumbo Cactuar.)  
 Mission Complete! (Defeat Angra Mainyu.) Episode Complete!  
 Return to the Cactuar Nation and speak with Benzo.

**BEVELLE: +1.8%****TOTAL: 92.0%**

Episode Complete!  
 Inside Via Infinito, the hidden dungeon at Bevelle, obtain Crimson Sphere 6 at Cloister 0. Defeat Aranea and obtain Crimson Sphere 8 at Cloister 20.  
 Board the Celsius and view Crimson Record 6 and Crimson Record 8 at Shinra's station. Defeat Trema in Cloister ∞. Episode Complete!

**CALM LANDS: +0.4%****TOTAL: 92.4**

Raise the publicity level of either company to level 5 before entering the Calm Lands.  
 Episode Complete!  
 Dispatch three chocobos of each level without any of them running away to reveal the Chocobo Ranch's secret dungeon. Complete the dungeon and defeat the Anything Eater.  
 Episode Complete!

**MT. GAGAZET: +1.2%****TOTAL: 93.6%**

Episode Complete!

**AIRSHIP CELSIUS: +0.6%****TOTAL: 94.2%**

After getting Episode Complete in every location, YRP is presented with the Gullwings' prized Mascot dressphere.  
 Talk to Brother and decide where you want to go to jump into the Farplane (any location is fine).

**FARPLANE: +0.8%****TOTAL: 95.0%**

Advance to the Farplane Abyss to find Leblanc waiting for Nooj.

**AIRSHIP CELSIUS: +1.0%****TOTAL: 96.0%**

After entering the Farplane, board the Celsius and view the consecutive family events: Speak to Shinra on the Bridge, overhear Buddy and Brother on the Deck, view the confrontation with Cid at the Cabin area. Return from the Farplane a second time and speak with Rikku on the Deck.

**FARPLANE: +4.0%****TOTAL: 100.0%**

Defeat Vegnagun.  
 Defeat final boss.

**CHAPTER 5 COMPLETE!**

During the scene at the Farplane Abyss, press  to hear whistling.

Answer the fayth "Yes!" to view the Perfect Ending.





# Mini-Games

## OUTLINE:

	SPHERE BREAK
	LET'S GO DIGGING!
	THE CALM LANDS Publicity Campaign and "There Goes the Bride" Lupine Dash Reptile Run Sky Slots Feed the Monkey Gull Force
	CHOCOBO RANCH
	GUNNER'S GAUNTLET AND GUNNER'S GAUNTLET: CLOISTER OF TRIALS
	LIGHTNING ROD TOWERS
	CACTUAR HUNTING
	THE GREAT M'IHEN MYSTERY
	BLITZBALL
	LEARNING THE AL BHED LANGUAGE
	LAST MISSION
	TROPHIES

## SPHERE BREAK

<b>WHEN AVAILABLE:</b>	Chapters 1, 2, 3, and 5
<b>LOCATION:</b>	Luca
<b>OBJECTIVE:</b>	A new game is all the rage among the blitzball-bereft citizens of Luca. Mathematical skills and a quick mind are needed to beat the Sphere Break players at their favorite game. Collect coins while digging in the Bikanel Desert or win them in matches. Come back to Luca during Chapter 3 to participate in the Sphere Break Tournament and see if you can defeat Shinra in the final match for the <b>Lady Luck Dressphere</b> .

### Sphere Break Overtakes Luca!

Sphere Break is one of the few mini-games that spans almost the entirety of the game. To start it, visit Luca after you see the "Behind the Scenes" mission, explaining what Yuna was doing while Rikku and Paine were catching Leblanc at the concert. Head to the blitzball stadium and enter the locker room on the right. There you meet with Rin, the creator of Sphere Break. He gives you some of the basics and refers you to a proctor in the other locker room.

Talk to the Rin's beaked assistant to get 20 entry coins and the rules of the game. During Chapter 1, you can only play against this character, so take advantage of this time to get familiar with the game and win some more coins.

The number of players you can take on increases as you proceed through the game. In Chapter 3, head back to Luca for the Sphere Break Tournament. In Chapter 5, look in the locker rooms for even stronger players and greater challenges!

### Playing Sphere Break

Sphere Break is a fun game to play once you understand the rules. Basically, you're racing against the clock to create multiples of the Core Sphere's core number using combinations of 16 numbered coins.

Sphere Break takes place on a special game board that holds 16 coins and a Core Sphere. Don't worry about finding a Core Sphere of your own (you won't); just look for people who have one to play with. The Core Sphere randomly generates a core number from 1-9 and appears as the small sphere in the center of the board. Using the 16 coins surrounding the Core Sphere, you must create a multiple of the core number to end the turn. The number of Border Coins you use in a turn is applied against the game's quota (a figure that varies depending on the Core Sphere you're playing against). Meet the quota within the number of turns set to win the game. If you don't create a multiple of the core number within the time limit or fail to meet the quota in the number of turns specified, you lose the game.

Central to Sphere Break are the two different types of coins used to create multiples of the core number. The four gold-colored coins surrounding the Core Sphere are called Entry Coins, which you supply. You must have four different Entry Coins to play the game, and once the game is over, they are gone for good. However, you can win more in the game or by digging in the Bikanel Desert. There are 64 different Entry Coins, each with their own base numbers from 1-9 and different traits.

Around the Entry Coins are 12 silver-colored coins called Border Coins. The NPC player provides these coins. Border Coins are used in combination with the Entry Coins to create multiples of the core number. Like the Entry Coins, Border Coins are also numbered from 1-9. However, at the end of a turn, the number on the front of the remaining Border Coins increases by 1. Coins with the number 9 disappear at the end of a turn if they aren't used.

The numbers on the front of both the Entry and Border Coins are used to create multiples of the core number. For example, say that the core number for a certain round is 4. You need to make a multiple of that number 4 to create a "Core Break" to end the turn. An information bar above the game board indicates the current sum of the coins you've chosen and, under the heading Break Multiples, gives you the next three multiples of the core number. If you get lost, use the information bar to help close out your Core Break.

At the start of each turn, the core number is revealed and you have a set amount of time to create a multiple of that number. First, you must choose one of the Entry Coins. At the start of the mini-game, you are given four different types of coins (Coyote, Flan, Helm, and Zurvan) with the following numbers on their faces: 3, 2, 1, and 5 respectively. Let's say the core number for a turn is 3. You can choose to end the turn by starting with the Coyote Entry Coin (which has a 3 on it), or attempt to create a larger combo by choosing one of the other Entry Coins. Since the Entry Coins you use never count directly toward the quota, it's usually best to use at least two coins (one Entry Coin and one or more Border Coins) to make a Core Break; otherwise, you've most likely wasted a turn.

After selecting an Entry Coin, you can choose freely from the remaining coins (both Entry and Border Coins). After choosing a coin, you cannot deselect it, so choose wisely—but quickly. Whatever coins you choose, once you create a coin combination that equals a multiple of the core number, the turn ends and the number of Border Coins used to make your Core Break is applied against the match quota.

## Advanced Techniques

The terms for winning and losing a match of Sphere Break are pretty simple. To win, you must fill the quota within the required number of turns. When you start a game of Sphere Break with one of the NPCs, these terms are clearly laid out. If you forget, look at the box in the screen's upper-left corner for a reminder.

There are many ways to lose a match of Sphere Break. The most obvious way is to fail to make your quota within the set number of turns. This is easy to do at the start of your Sphere Break experience as you try to get used to the way the game works. The core number 1 can easily derail your attempts to meet your quota, since the first Entry Coin you choose immediately causes a Core Break. Your only chance to whittle away the quota is to go for a Multiplier Echo.

The most common way to lose the game is by failing to make a Core Break within the set turn time limit. Each turn has a set time limit that you must work within. As you strive to create larger coin combinations, it's very easy to get lost within your calculations and either run out of coins or time.

Since the Border Coins used in a Core Break are removed from the board at the end of a turn, you should avoid using too many Border Coins for several turns until they're replenished. A 10-coin combo is nice, but there are other ways to increase the number of coins applied against your quota that don't involve using a lot of coins in one turn. The exception is Border Coins numbered 9—they'll be gone if you don't use them, so work them in if possible.

### COIN TRAITS

The majority of coins have traits associated with them. They can award items or coins, alter the gil value of your Entry Coins, or add multipliers to the number of coins applied against your quota for that turn (just to name a few). The traits assigned to Border Coins are randomly determined and vary from coin to coin. The traits associated with Entry Coins are predetermined and do not change. When choosing the four Entry Coins you're going to play with, keep their face value and traits in mind. If you can stack your deck with Entry Coins that double, triple, quadruple, or quintuple the number of coins added toward the quota, you can reach even the largest quotas with ease!

## The Sphere Break Tournament

Visit Luca in Chapter 3 to participate in the Sphere Break Tournament. The rules are pretty simple. You must win three matches to advance to the finals where you take on the young inventor, Shinra. If you lose three matches, you are disqualified. You can't take on the same competitor twice, and you must use the coins provided specifically for the contest.

Fortunately, the coin restrictions work in your favor. The four types of coins (Ahriman, Bird, Reptile, and Wasp) aren't the greatest, but their face values (6, 5, 3, and 2 respectively) are pretty useful. Plus, the Ahriman coin has the Coin Count Echo trait. Make the most of the Coin Count Echo trait by shooting for Core Breaks using the same number of coins each turn to quickly take down your opponents.

## Sphere Break Player Information

This section provides all of the basic information about the various Sphere Break players, including their locations and levels of difficulty. The types of items and coins you can win when you take them on are also included. The lists of items and coins correspond with the information given in the following tables.



### SPHERE BREAK PLAYERS (NORMAL)

LOC.	NAME	# TURNS	TIME LT.	QUOTA	DIFF.	ITEM	RARE ITEM	COIN	RARE COIN	AVAILABILITY
1	Practice Core Sphere	15	60 sec	20	*	Item A	Rare A	Group A	Group D	Always
2	Shades Core Sphere	15	60 sec	20	**	Item A	Rare A	Group A	Group D	Chapters 2-5
3	Punk Core Sphere	20	45 sec	80	****	Item D	Rare D	Group C	Group E	Chapters 2-5
4	Gigolo Core Sphere	15	60 sec	30	***	Item B	Rare B	Group B	Group E	Chapters 3-5
5	Dream Shop Core Sphere	20	45 sec	50	***	Item C	Rare B	Group B	Group E	Chapters 3-5
6	Shoopuf Core Sphere	20	45 sec	50	***	Item B	Rare B	Group A	Group D	Chapter 5
7	Pet Core Sphere	15	30 sec	50	***	Item P	Rare P	Group C	Group F	Chapter 5
8	Gagazet Core Sphere	30	60 sec	100	***	Item C	Rare C	Group B	Group E	Chapter 5
9	Shinra Core Sphere	20	30 sec	100	*****	Item S	Rare S	Group D	Group E	Chapter 5
10	Macalania Core Sphere	30	45 sec	80	****	Item B	Rare C	Group B	Group D	Chapter 5
11	Mil'ihen Core Sphere	30	20 sec	150	*****	Item D	Rare D	Group C	Group F	Chapter 5
12	Bevelle Core Sphere	30	30 sec	200	*****	Item E	Rare E	Group D	Group G	Chapter 5
13	Marrowlous Core Sphere	30	30 sec	300	*****	Item E	Rare E	Group D	Group H	Chapter 5

### ECHO BONUSES

There are two advanced Entry Coin traits that require special attention: Coin Count Echo and Multiplier Echo. Selecting a coin with these traits as one of your four entry coins allows you to get Coin Count Echo and Multiplier Echo bonuses during the game. Once you select these coins at the beginning of the match, you're eligible for the bonus every turn whether you select the coin on that turn or not.

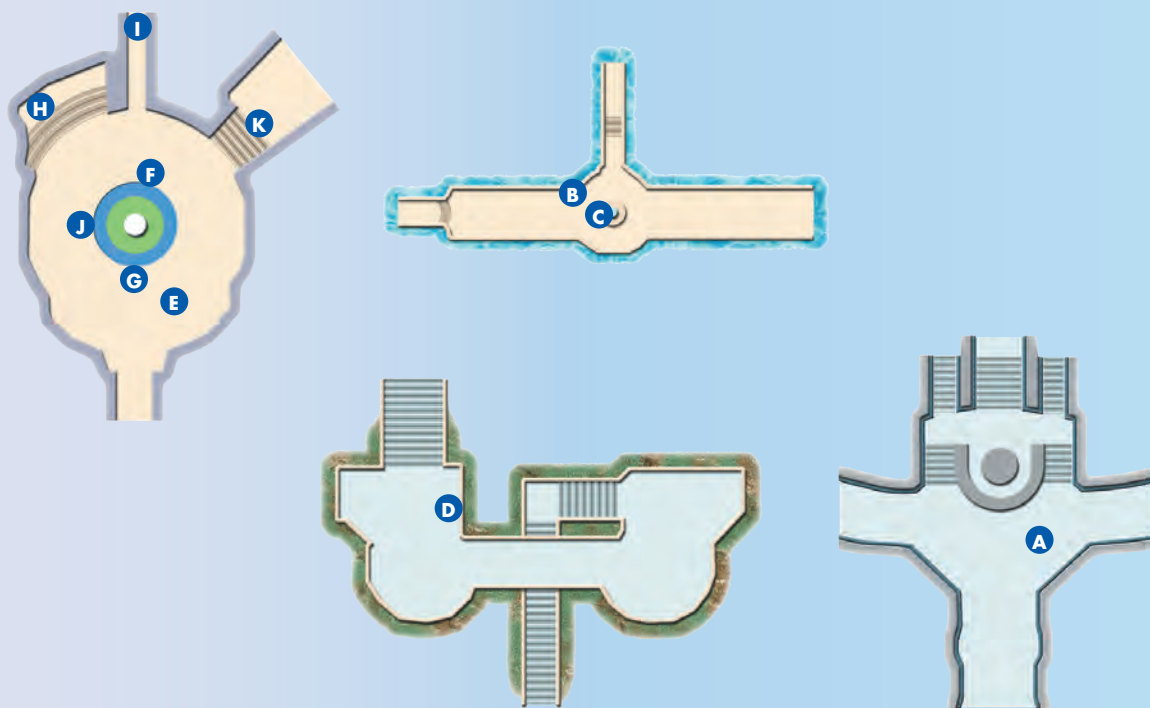
A Coin Count Echo occurs when you use the same number of coins to create a Core Break two or more times in a row. The multiplier increases by one for each turn you make a Sphere Break using the same number of coins. This is a quick and easy way to tear through the quota, and you don't even have to use a large number of coins to see big results quickly. In effect, if you use two or three coins to make a Sphere Break on every turn, you can build up a large Echo Bonus without depriving yourself of Border Coins or taxing your brain. You don't have to be a math genius to figure out multipliers with three or four coins.

#### COIN COUNT ECHO BONUS = # OF BORDER COINS USED X THE # OF CONSECUTIVE ECHOES

The Multiplier Echo is a bit trickier to pull off (and the coins with this trait are harder to find). Basically, if you make a Core Break with the same multiplier twice in a row, you start a Multiplier Echo and earn bonus quota points. For example, if you have a core number of 3 and you make a Core Break with a sum of 6, the multiplier used in the Multiplier Echo is 2x the core number. So, in the next turn, you want to use a number that is 2x the core number to create the Core Break. If the next core number is 6, then you want to use 12 as your Core Break sum to complete the Multiplier Echo. The more turns you can keep this up, the larger the bonus.

#### MULTIPLIER ECHO BONUS = TARGET MULTIPLIER X # OF CONSECUTIVE ECHOES





### SPHERE BREAK PLAYERS (NORMAL)

LOC.	NAME	# TURNS	TIME LT.	QUOTA	DIFF.	ITEM	RARE ITEM	COIN	RARE COIN	AVAILABILITY
A	Intimidator Core Sphere	15	60 sec	20	**	Item A	-	-	-	Always
B	Slacking Guard Core Sphere	15	60 sec	20	**	Item A	-	-	-	Always
C	Grandpa Core Sphere	15	45 sec	30	***	Item B	-	-	-	Always
D	Dream Shop Core Sphere	10	60 sec	25	**	Item B	-	-	-	Always
E	Fresh Catch Core Sphere	15	60 sec	20	**	Item A	-	-	-	Always
F	Shades Core Sphere	15	60 sec	20	**	Item A	-	-	-	Always
G	Punk Core Sphere	15	60 sec	40	***	Item B	-	-	-	1 Win
H	Gigolo Core Sphere	15	60 sec	30	***	Item B	-	-	-	1 Win
I	Shoopuf Core Sphere	10	60 sec	20	***	Item B	-	-	-	1 Win
J	Pet Core Sphere	15	45 sec	40	***	Item P	-	-	-	2 Win
K	Shinra Core Sphere	15	45 sec	5	****	Item S	-	-	-	Final Match

The following section lists the items given away during matches.

ITEM A

Hi-Potion	60%
Remedy	20%
Dispel Tonic	20%

ITEM B

Hi-Potion	20%
Chocobo Feather	20%
Lunar Curtain	20%
Light Curtain	20%
Star Curtain	20%

ITEM C

Hi-Potion	20%
Ether	20%
Remedy	20%
Healing Spring	20%
Dispel Tonic	20%

ITEM D

Mega-Potion	20%
Healing Spring	40%
Stamina Tablet	20%
Mana Tablet	20%

ITEM E

Mega-Potion	20%
Ether	20%
Remedy	20%
Chocobo Feather	20%
Healing Spring	20%

ITEM P

*Hi-Potion	20%
Ether	10%
Remedy	20%
Healing Spring	20%
Dispel Tonic	20%
**White Signet Garment Grid	10%

*\*Increases to 30% after winning the White Signet Garment Grid.*

*\*\*Drops to 0% after winning the White Signet Garment Grid.*

ITEM S

*Hi-Potion	20%
Chocobo Feather	10%
Lunar Curtain	20%
Light Curtain	20%
Star Curtain	20%
**Treasure Hunt Garment Grid	10%

*\*Increases to 30% after winning the Treasure Hunt Garment Grid.*

*\*\*Drops to 0% after winning the Treasure Hunt Garment Grid.*

RARE A

X-Potion	40%
Ether	20%
Healing Spring	20%
Stamina Tablet	20%

RARE B

X-Potion	20%
Stamina Tablet	20%
Mana Tablet	20%
Stamina Tonic	20%
Mana Tonic	20%

RARE C

Mega-Potion	20%
Chocobo Feather	40%
Chocobo Wing	40%

RARE D

X-Potion	20%
Mega Phoenix	20%
Chocobo Feather	20%
Stamina Tonic	20%
Mana Tonic	20%

RARE E

X-Potion	20%
Ether	10%
Mega Phoenix	20%
Remedy	10%
Chocobo Wing	10%
Healing Spring	10%
Mana Tonic	10%
Twin Stars	10%

RARE P

X-Potion	20%
Mega-Potion	10%
Ether	10%
Remedy	10%
Chocobo Wing	10%
Healing Spring	20%
Mana Tonic	10%
*White Signet Garment Grid	10%

*\*Becomes a Hi-Potion after winning the White Signet Garment Grid.*

RARE S

*X-Potion	20%
Mega Phoenix	10%
Chocobo Feather	20%
Chocobo Wing	20%
Mana Tonic	20%
**Treasure Hunt Garment Grid	10%

*\*Increases to 30% after winning Treasure Hunt Garment Grid.*

*\*\*Drops to 0% after winning Treasure Hunt Garment Grid.*

The following section lists the coins given away during matches.

GROUP A

Ahriman Coin
Bird Coin
Coyote Coin
Flan Coin
Helm Coin
Reptile Coin
Wasp Coin
Zurvan Coin

GROUP E

Arachnid Coin
Creeper Coin
Dragon Coin
Fungus Coin
Pairika Coin
Piranha Coin
Sahagin Coin
Tonberry Coin

GROUP B

Defender Coin
Drake Coin
Malboro Coin
Phantom Coin
Purpurea Coin
Ruminant Coin
Worm Coin
Zu Coin

GROUP F

Dinictus Coin
Eater Coin
Evrae Coin
Haizhe Coin
Hermit Coin
Omega Weapon Coin
Tentacles Coin
Ultima Weapon Coin

GROUP C

Behemoth Coin
Blade Coin
Chimera Coin
Coeurl Coin
Elemental Coin
Iron Giant Coin
Ogre Coin
Tomb Coin

GROUP G

Angra Mainyu Coin
Azi Dahaka Coin
Chocobo Coin
Gel Coin
Georapella Coin
Precepts Guard Coin
Jumbo Cactuar Coin
Seymour Coin

GROUP D

Adamantoise Coin
Bomb Coin
Cactuar Coin
Daeva Coin
Kukulcan Coin
Magic Urn Coin
Ochu Coin
Stalwart Coin

GROUP H

???? Coin
Auron Coin
Kimahri Coin
Lulu Coin
Paine Coin
Rikku Coin
Wakka Coin
Yuna Coin



## Entry Coin List

The following table lists all of the Entry Coins you can find in the game. Most of them can be obtained through the Let's Go Digging! mini-game. Please refer to that section to find out which coins can be found in which areas.

### ENTRY COIN LIST

COIN NAME	ENTRY NO.	TRAIT	HOW TO OBTAIN	GROUP
Adamantoise Coin	3	Item	Let's Go Digging! Mini-Game	D
Ahriman Coin	6	Coin Count Echo	Sphere Break Tournament	A
Angra Mainyu Coin	3	Quota x4	-	G
Arachnid Coin	1	-	Let's Go Digging! Mini-Game	E
Auron Coin	9	Quota x4	-	H
Azi Dahaka Coin	7	Rare Item	Let's Go Digging! Mini-Game	G
Behemoth Coin	7	Quota x2	Let's Go Digging! Mini-Game	C
Bird Coin	5	-	Sphere Break Tournament	A
Blade Coin	3	Coin Count Echo	Let's Go Digging! Mini-Game	C
Bomb Coin	1	Coin Count Echo	Let's Go Digging! Mini-Game	D
Cactuar Coin	2	Coin	Let's Go Digging! Mini-Game	D
Chimera Coin	2	Item	Let's Go Digging! Mini-Game	C
Chocobo Coin	6	Coin	Let's Go Digging! Mini-Game	G
Coeurl Coin	5	Coin Haul x2	Let's Go Digging! Mini-Game	C
Coyote Coin	3	Coin	Sphere Break Tutorial	A
Creeper Coin	3	Coin Haul x2	Let's Go Digging! Mini-Game	E
Daeva Coin	9	Quota x2	Let's Go Digging! Mini-Game	D
Defender Coin	8	Multiplier Echo	Let's Go Digging! Mini-Game	B
Dinictus Coin	1	Coin Haul x2	Let's Go Digging! Mini-Game	F
Dragon Coin	9	Gil x2	Let's Go Digging! Mini-Game	E
Drake Coin	4	Coin Count Echo	Let's Go Digging! Mini-Game	B
Eater Coin	3	Rare Coin	Let's Go Digging! Mini-Game	F
Elemental Coin	9	-	Let's Go Digging! Mini-Game	C
Evrae Coin	2	Coin Haul x3	Let's Go Digging! Mini-Game	F
Flan Coin	2	Item	Sphere Break Tutorial	A
Fungus Coin	3	Coin	Let's Go Digging! Mini-Game	E
Gel Coin	3	-	Let's Go Digging! Mini-Game	G
Georapella Coin	3	Quota x4	Speak to a person in the Youth League Base for 5 of these.	G
Guardian Coin	4	Quota x3	-	G
Haizhe Coin	5	Coin	Let's Go Digging! Mini-Game	F
Helm Coin	1	-	Sphere Break Tutorial	A
Hermit Coin	3	Coin Haul x2	Let's Go Digging! Mini-Game	F
Iron Giant Coin	6	Multiplier Echo	Let's Go Digging! Mini-Game	C
Jumbo Cactuar Coin	5	Rare Item	-	G
Kimahri Coin	9	Rare Item	-	H
Kukulcan Coin	8	-	Let's Go Digging! Mini-Game	D
Lulu Coin	9	Rare Coin	-	H
Magic Urn Coin	5	Gil x2	Let's Go Digging! Mini-Game	D
Malboro Coin	3	Multiplier Echo	Let's Go Digging! Mini-Game	B
Ochu Coin	7	Gil x2	Let's Go Digging! Mini-Game	D
Ogre Coin	4	Coin	Let's Go Digging! Mini-Game	C
Omega Weapon Coin	7	Quota x3	Let's Go Digging! Mini-Game	F
Paine Coin	9	Multiplier Echo	-	H
Pairika Coin	7	Coin Count Echo	Let's Go Digging! Mini-Game	E
Phantom Coin	7	Coin	Let's Go Digging! Mini-Game	B
Piranha Coin	6	Multiplier Echo	Let's Go Digging! Mini-Game	E
Purpurea Coin	5	-	Let's Go Digging! Mini-Game	B
Reptile Coin	3	-	Sphere Break Tournament	A
Rikku Coin	9	Quota x4	-	H
Ruminant Coin	1	Item	Let's Go Digging! Mini-Game	B
Sahagin Coin	2	Coin Count Echo	Let's Go Digging! Mini-Game	E
Seymour Coin	9	Rare Item	-	G
Stalwart Coin	4	Multiplier Echo	Let's Go Digging! Mini-Game	D
Tentacles Coin	3	Coin Count Echo	Let's Go Digging! Mini-Game	F

COIN NAME	ENTRY NO.	TRAIT	HOW TO OBTAIN	GROUP
Tomb Coin	1	-	Let's Go Digging! Mini-Game	C
Tonberry Coin	4	Coin Haul x2	Let's Go Digging! Mini-Game	E
Ultima Weapon Coin	9	Quota x2	Let's Go Digging! Mini-Game	F
Wakka Coin	9	Rare Item	-	H
Wasp Coin	2	Item	Sphere Break Tournament	A
Worm Coin	2	Coin	Let's Go Digging! Mini-Game	B
Yuna Coin	9	Coin Count Echo	-	H
Zu Coin	3	Item	Let's Go Digging! Mini-Game	B
Zurvan Coin	5	-	Sphere Break Tutorial	A
???? Coin	9	Quota x5	-	H

## Sphere Break Elites

By recruiting the fiend Varan into the Gullwings, and then training and releasing it to complete its Fiend Tale, you reveal the best Sphere Break players in Spira. After completing Varan's Fiend Tale, these pros can be found in the Auroch's hut in Besaid Village. Beat them one after another, leaving and re-entering the hut between games, to receive the **Enterprise**, **Invincible**, and **Ragnarok** accessories.

## LET'S GO DIGGING!

<b>WHEN AVAILABLE:</b>	Chapters 1, 2, 3, 5
<b>LOCATION:</b>	Bikanel Desert
<b>OBJECTIVE:</b>	Help the Al Bhed search for Machina Parts hidden in the swirling sands of the Bikanel Desert. In the process, you may unearth helpful items like Al Bhed Primers and coins for Sphere Break. Digging is a great way to earn gil and EXP.

## Registering for the Dig

In Chapter 1, visit DJose Temple and talk to Gippal to register for the desert excavation. Before you can see him, though, you must stand in line outside the office. Talk to the people waiting around the temple to make the time pass more quickly, then enter the temple and speak to Gippal. Follow him to the bridge in front of the temple where he hands over a Letter of Introduction to take to Nhadala at the Al Bhed outpost in the Bikanel Desert.

Go to Bikanel Island and follow Rikku to the Al Bhed camp. The journey becomes rather difficult, and eventually the Al Bhed find the Gullwings. Give Nhadala the Letter of Introduction.

### WHERE'S NHADALA?

If you visit Bikanel Desert before getting the Letter of Introduction from Gippal, you learn that Nhadala is out in the field working. Return to the desert after the events with Gippal at DJose Temple to find her.

## Digging 101

To start an excavation, talk to the hover pilot and choose a location. In Chapter 1, you can dig only in the Western Expanse, but the number of locations the Al Bhed are currently excavating increases as the game progresses.

### DIGGING SPOTS IN THE BIKANEL DESERT

LOCATION	CHAPTERS AVAILABLE	REQUIREMENTS
Western Expanse	1, 2, 3, 5	Get the Letter of Introduction from Gippal in Chapter 1.
Southern Expanse	2, 3, 5	Complete the Oasis Mission.
Eastern Expanse	3, 5	Undertake the Cactuar Nation Mission.
Northern Expanse	3, 5	Undertake the Cactuar Nation Mission.
Central Expanse	5	Send a chocobo from the Chocobo Ranch to Bikanel Island. (The first one you send to this area will run away.)

Once the hover reaches its destination, a small radar appears in the screen's upper-left corner. This indicates the location of the hover and digging spots. It even keeps track of your position, the position of your rivals, and the location of any strange creatures in the area. Locations of Machina Parts are marked with a yellow "X," while a white "X" marks the locations of other items.

You have 60 seconds to scavenge for treasure and get back to the hover before the heat and desert sands overwhelm the party. Keep this in mind when the radar is first revealed, and plan your course accordingly. If you fail to make it back to the hover in time, the mission is automatically considered a failure, no matter how much you dug up.

A trip is considered successful if you manage to find the Machina Part in the area and return to the hover within the time limit. Make finding this item (the yellow "X") your first priority! After doing so, you can check out the other digging sites. Not only will you find items (both common and rare) under a white "X," but you may also encounter a fiend ambush! The desert is full of dangerous fiends, so be prepared for a fight.

To make the excavation more interesting, the Gullwings are competing against others. Keep tabs on any rivals by looking for a gray arrow on the radar.

## Ambushed!

Occasionally, you are alerted to the presence of a strange entity in the area. This fiend, Angra Mainyu, is marked on the radar with a purple arrow. If it appears where you're working, return to the hover as quickly as possible. Angra Mainyu is extremely hard to defeat early in the game, and while it may not defeat your party, it will eject them from the desert. Avoid Angra Mainyu until your party is strong enough to seriously wound it. This gigantic fiend has 333444 HP. And that's not including its two limbs, Tawrich and Zarich, which join the battle in Chapters 2 and 3 respectively! This fiend must be defeated during Chapter 5 to complete all activities in Bikanel Desert, and unless you're looking for a steep challenge, you can safely avoid it until then.

## Raising Your Rank

When you return from a dig, there's a chance your rank will go up. Your digging skills are automatically evaluated after you complete 15, 30, 60, 90, 120, 150, and 180 digs. If you have more successful digs than failed digs when you're evaluated, your rank goes up one level. There are four ranks: Sandbox League, Beach Comber, Sand Blaster, and Zen Master of Digging. See if you can master the digging game before the end of Chapter 5! The ranks are just thrown in for fun and don't affect your digging wages.



## APPLY FOR PAY RAISES AT DJOSE TEMPLE!

Initially, the party earns 100 gil for each successful excavation. However, you can increase this amount by taking a simple exam at Djose Temple. Visit the temple and head for the room to the research lab's right. Approach the kiosk in the right corner of the room and apply for a raise. You are asked your opinion of six different questions. The way to pass each exam is to answer as though you love digging more than anything else in the world—including a pay raise! Express nothing in your answers except your tireless love of digging and you'll get the raise each time.

The number of points needed to pass the exam changes in each chapter, as does the maximum amount of gil you can earn in each successful mission. You can only fail the exam five times before you are no longer allowed to attempt it. In most cases, if the appropriate answer is not clear, you can expect to get at least partial credit by answering "No Opinion." At the start of each chapter, your previous wages are thrown out and reset to the starting wages shown in the following table.

CHAPTER	NUMBER OF POINTS NEEDED TO PASS	STARTING WAGE	WAGE CAP
1	5 points +	100 gil	150 gil
2	7 points +	150 gil	300 gil
3	8 points +	200 gil	400 gil
5	11 points +	300 gil	850 gil

Your actual wage cap depends on how high you managed to get your wages in earlier chapters. The nitty-gritty is explained in the following table; but essentially, if you want to end the game with the highest possible wages, you need to max out your wages before ending each chapter. If you don't apply for any wage increases before Chapter 5, the highest wage possible is only 500 gil!

CHAPTER	MAX WAGE FORMULA
1	150
2	200 + (Wage at end of Ch. 1 - 100) x2
3	250 + (Wage at end of Ch. 2 - 150) /3 + (Wage at end of Ch. 1 - 100) x2
5	500 + (Wage at end of Ch. 3 - 200) /2 + (Wage at end of Ch. 2 - 150) /3 + (Wage at end of Ch. 1 - 100) x2

## The Oasis and Cactuar Nation

<b>ITEMS</b>	Normal treasure chest: Potion, Hi-Potion, Phoenix Down, Antidote; Al Bhed treasure chest: Hi-Potion, Ether, Mega Phoenix, Remedy
<b>COINS</b>	None

Two other areas open when you come to Bikanel Desert to dig: the Oasis and the Cactuar Nation. The Oasis opens in Chapter 2 when you're asked by Nhadala to check out the region for strange events. Heed the pilot's advice and make sure that you are equipped to do battle before proceeding, as strange things are afoot in the Oasis!

After completing this mission, you can return to the Oasis for a different type of treasure hunting. During visits to the Oasis, you may find a treasure chest bearing interesting stuff. Head to the Oasis in Chapters 3 and 5 and you may encounter a caravan selling lots of amazing accessories! For the low-down on the treasure available here, refer to the following tables.

### CHANCE OF VARIOUS EVENTS OCCURRING IN THE OASIS

EVENT	PERCENTAGE
Caravan (only in Chapters 3 and 5)	25%
Something appears floating in the Oasis	70%
Nothing happens	5%

### CHANCE OF VARIOUS THINGS APPEARING IN THE OASIS

ITEM	PERCENTAGE
Normal Treasure Chest	20%
Al Bhed Treasure Chest	30%
Empty Treasure Chest	20%
Trash (empty bottle)	10%
Trash (empty can)	10%
Lost Dolphin	10%

The Cactuar Nation is home to the cacti that have watched over Bikanel Desert for countless ages. In Chapter 3, Nhadala sends the Gullwings with her translator Benzo to contact Marnela, the leader of the Cactuar Nation. Marnela needs your help finding the Ten Gatekeepers, Cactuar who've headed into the world of Spira to learn and grow in their travels. Going to the Cactuar Nation and beginning the search for the Ten Gatekeepers opens the Eastern and Northern Expanses for exploration. For more detailed information on the Ten Gatekeepers mini-game, read further in this chapter.

## Western Expanse (Chapters 1-3, 5)

<b>ITEMS</b>	Al Bhed Primer, Antidote (x2), Antidote (x5), Echo Screen (x2), Ether, Eye Drops (x2), Hi-Potion, Hi-Potion (x2), Holy Water (x2), Holy Water (x5), Mega-Potion, Phoenix Down, Potion, Remedy, Soft (x2), Soft (x5), Turbo Ether, 200 gil, 500 gil, 1000 gil, 3000 gil
<b>COINS</b>	Chapter 1, 2: Coyote Coin, Defender Coin, Drake Coin, Flan Coin, Helm Coin, Malboro Coin, Phantom Coin, Purpurea Coin, Ruminant Coin, Worm Coin, Zu Coin, Zurvan Coin; Chapter 3, 5: Adamantoise Coin, Behemoth Coin, Blade Coin, Chimera Coin, Coeurl Coin, Daeva Coin, Elemental Coin, Ogre Coin, Iron Giant Coin, Kukulcan Coin, Ochu Coin, Tomb Coin

This area, the first you can excavate, is the easiest to explore. You can count on having one rival who rarely goes after the Machina Part.

## Southern Expanse (Chapters 2, 3, 5)

<b>ITEMS</b>	Al Bhed Primer, Antarctic Wind, Arctic Wind (x2), Bomb Core (x2), Bomb Fragment, Budget Grenade, Budget Grenade (x2), Budget Grenade (x3), Dark Grenade, Dragon Scale (x2), Electro Marble, Fish Scale, Grenade, Grenade (x2), L-Bomb (x2), Lightning Marble (x2), M-Bomb (x2), Petrify Grenade, Potion, S-Bomb (x2), Silence Grenade, 200 gil, 400 gil, 1000 gil, 4000 gil
<b>COINS</b>	Chapter 2: Coyote Coin, Defender Coin, Drake Coin, Flan Coin, Helm Coin, Malboro Coin, Phantom Coin, Purpurea Coin, Ruminant Coin, Worm Coin, Zu Coin, Zurvan Coin; Chapter 3, 5: Adamantoise Coin, Behemoth Coin, Blade Coin, Chimera Coin, Coeurl Coin, Daeva Coin, Elemental Coin, Ogre Coin, Iron Giant Coin, Kukulcan Coin, Ochu Coin, Tomb Coin

The second area to open (starting in Chapter 2) is very similar to the first area. However, watch out for all of the shoopufs wandering around the desert, as they may block you from a digging spot. Beware; this is the first area where the swirling sands may conceal the yellow "X" that marks the location of the buried Machina Parts. Keep searching, as it eventually appears before the time limit runs out!

## Eastern Expanse (Chapters 3, 5)

<b>ITEMS</b>	Al Bhed Primer, Echo Screen (x5), Ether, Eye Drops (x5), Hi-Potion, Hi-Potion (x2), Mega Phoenix, Phoenix Down, Potion, Power Gloves, Remedy, Soft (x5), 1000 gil, 5000 gil
<b>COINS</b>	Arachnid Coin, Bomb Coin, Cactuar Coin, Creeper Coin, Dragon Coin, Fungus Coin, Magic Pot Coin, Pairika Coin, Piranha Coin, Sahagin Coin, Stalwart Coin, Tonberry Coin

Watch out for the machina class monsters in this area, as they can make life tough for your party. In addition, keep an eye out for a green "X" to appear on the radar screen. When you approach this digging location, you find the ruins of machina scattered all over the place. When you stand in a specific position, the machina pieces rush you into a series of four battles against Machina Hunters. After this occurs, you are automatically returned to the Al Bhed camp and the green "X" never appears again.

## Northern Expanse (Chapters 3, 5)

<b>ITEMS</b>	Al Bhed Primer, Candle of Life, Chocobo Feather, Chocobo Wing, Light Curtain, Lunar Curtain, Potion, Phoenix Tail, Silver Hourglass, Star Curtain, Twin Stars, 400 gil, 5000 gil
<b>COINS</b>	Arachnid Coin, Bomb Coin, Cactuar Coin, Creeper Coin, Dragon Coin, Fungus Coin, Magic Pot Coin, Pairika Coin, Piranha Coin, Sahagin Coin, Stalwart Coin, Tonberry Coin

Zus guard the ruins in this area, so come prepared to fight when first traveling here. You can also expect to fight them in random battles, along with Sandworms, while searching for treasure.

## Central Expanse (Chapter 5)

<b>ITEMS</b>	Al Bhed Primer, Desert Key, Dispel Tonic, Ether, Farplane Shadow, Grenade, Hi-Potion, M-Bomb (x2), Mega-Potion, Nature's Tome, Poison Fang, Potion, S-Bomb (x2), 1000 gil, 2000 gil
<b>COINS</b>	Azi Dahaka Coin, Chocobo Coin, Dinictus Coin, Eater Coin, Evrae Coin, Gel Coin, Haizhe Coin, Hermit Coin, Omega Weapon Coin, Tentacles Coin, Ultima Weapon Coin

This area only opens in Chapter 5 after you send a chocobo from your ranch to explore the area. Apparently, this section of the desert is so vast that you need a chocobo to explore it! Regardless, digging for buried treasure on a chocobo is a great pleasure.

It makes the process much faster and riding on a chocobo protects the party from random encounters! In addition, the speed of the chocobo enables you to travel further away from the hover and return at faster speeds.

However, you must keep an eye on your rival. He also rides a chocobo and can be a fierce competitor for treasure and the prized Machina Part. Since the yellow "X" rarely appears at the start of a dig here, keep an eye on the radar and make a break for it when the sands disclose its location.

This section covers seven mini-games that occur in the Calm Lands in *FINAL FANTASY X-2*. Some are available immediately in Chapter 1, while others become available as a result of events that occur in earlier chapters. Since all of these mini-games occur in this one large area, they are grouped together in this section.

## THE PUBLICITY CAMPAIGN AND "THERE GOES THE BRIDE"


<b>WHEN AVAILABLE:</b>	Chapters 1, 2, 3, 5
<b>LOCATION:</b>	Calm Lands
<b>OBJECTIVE:</b>	Spread the news about the Calm Lands attractions and the owner of Argent Inc.'s eligible son to the people of Spira. If you do a good enough job, you can win prizes and even trigger two new attractions to open in Chapter 5.

Two companies offer attractions in the Calm Lands: Argent, Inc. and Open Air, Inc. Each company provides their own credits and attempts to hire people to promote the games they run under their own names. They are fierce competitors, as each company tries to do their best to get the most business. When you stop by this area to try out some of their games, ask about their Publicity Campaigns, and see what you can do to help out! Ask an agent of either company about the Publicity Campaign to learn the basics and join the ranks of one of the two companies.

Before you venture into the world of Spira to spread the gospel of Open Air or Argent, head to the Travel Agency and talk to the head of Argent, Inc. He has a problem that you can help him with at the same time that you are promoting the area's attractions. It seems that his son is in need of a bride (or at least that's what dad thinks!), but the lad's too shy to promote himself. While you're talking up the Calm Land's games to the public, do a little matchmaking for the poor guy.

### Spreading the News

Playing this mini-game is easy and doesn't add much to your already heavy load of sphere hunting. All you need to do is look for people in the various towns and highways of Spira who are willing to listen to your sales pitch and matchmaking advice. The following tables list all of the people to whom you can make your pitch. Simply match your sales tactics to their personalities!

To initiate a conversation with someone regarding the Publicity or Matchmaking campaigns, approach them and press . If the campaign menu appears, give that person your best pitch. If not, then you know that this character is not open to such propaganda.

Each campaign has five pitches and each one provokes various responses from NPCs. To get the most points, you must determine which line works best with each character. Talk to the character to get an idea of what he or she is interested in to gauge what tactic might work best. Alternatively, you can just guess and hope that you get it right! If you fail to get the best response, you must approach that character again later.

### Playing the Publicity Campaign

Each company provides a list of their best lines. However, the responses to these lines remain the same regardless of which company you are pitching! To get the best score, strive to get the best response ("They seem totally pumped!") and the highest point value (5) each time you speak with a NPC. In addition, you can approach the same NPC multiple times to build your score. Try making the rounds at least once a chapter for the highest total score!

#### OPEN AIR PITCHES

1. Fun awaits you at Open Air!
2. Take to the Air. Open Air.
3. Open Air. Get your Air on.
4. I lost 30 pounds with Open Air!
5. Shee yoo at Open Air, yesh?

#### ARGENT, INC. PITCHES

1. Fun awaits you at Argent!
2. Argent, at your service!
3. For a good time, call on Argent!
4. Argent. Fun you can rely on.
5. Would you like to hear about Argent, Inc.?

#### RESPONSES AND POINT VALUES FOR THE PUBLICITY CAMPAIGN

They seem totally pumped!	5 points
They seem pretty psyched.	3 points
They seem mildly intrigued.	2 points
They don't seem the least bit interested.	1 point
They seem put off.	0 points

### Raising Your Rank

Your score determines your rank as a PR representative. The goal is to reach Rank 5 before the end of Chapter 5. Accomplish this feat, and you complete the mini-game and bring fame to the winning company. Using the tables provided at the end of this section, you can rack up points with ease. You also earn publicity points for any credits you lose while playing the mini-games in the Calm Lands region. The following tables provide the Publicity Rating needed for each Publicity Level and the conversion rate of mini-game credits to Publicity Points in each chapter. You can learn your current Publicity Rating and Level by asking your local Open Air or Argent representative in the Calm Lands.

#### POINTS NEEDED TO ADVANCE PUBLICITY LEVEL

PUBLICITY LEVEL	POINTS NEEDED
1	N/A
2	60
3	140
4	260
5	400

#### CONVERSION RATIO OF MINI-GAME CREDITS TO PUBLICITY POINTS

CHAPTER #	POINT RATIO
1	1 Publicity point for every 20 Mini-Game Credits
2	1 Publicity point for every 50 Mini-Game Credits
3	1 Publicity point for every 100 Mini-Game Credits
5	1 Publicity point for every 200 Mini-Game Credits



Keep in mind that your Publicity Level only grows as fast as your progress through the game. Regardless of the number of points you've accumulated, your highest rank will only be one level higher than the current chapter number. So if you pick up 283 PR points in Chapter 1, your rank at that time maxes out at Level 2.

There are several gameplay aspects that are influenced by your Publicity Level advancement. They are:

**The number of prizes available for purchase by trading in credits increases. (See the following list.)**

**New difficulty levels are added to Lupine Dash, Reptile Race, and Sky Slots.**

**The number of credits you can bet during each mini-game increases.**

**In Chapter 5, the campaign ends when you reach Publicity Level 5. You can win up to two new mini-games based on your Publicity Level with both companies.**

## Switching Between Companies

For the best effect, you should campaign for both companies. However, switching between Open Air and Argent comes at a price. When switching sides, the number of points you accumulated is cut in half. If you decide to return to that side's campaign later, you start from the reduced number. For example, if you accumulate 150 points for Argent's campaign and decide to switch to Open Air for a while, your PR points for Argent drop to 75. When you switch back to Argent, you start back at 75 points while the points you gathered for Open Air are halved.

If you want to unlock both mini-games at the end of the campaign, accumulate at least 280 Publicity Points for one company during the first two chapters and then switch to the rival company. Gather the 400 points needed to bring the episode to a close in Chapter 5, and when the points are tallied at the end, you get both games.

## Fabulous Prizes!

The items you can purchase with your game credits change based on your current Publicity Level with that company. Once the companies merge in Chapter 5 (after reaching Rank 5 in one of the two company's campaigns), the items that appear are based on the ranks you reached with each company. For example, if you reached Rank 5 for Open Air and Rank 3 for Argent, you can purchase items available for Rank 5 from the Open Air "Publicity Level (After Integration)" column and items available for Level 3 from the Argent, Inc. "Publicity Level (After Integration)" column.

### OPEN AIR

ITEM	CREDIT	1 (BEFORE INTEGRATION)	2 (BEFORE INTEGRATION)	3 (BEFORE INTEGRATION)	4 (BEFORE INTEGRATION)	1 (AFTER INTEGRATION)	2 (AFTER INTEGRATION)	3 (AFTER INTEGRATION)	4 (AFTER INTEGRATION)	5 (AFTER INTEGRATION)
Potion	10	X	X	X	X	X	X	X	X	X
Phoenix Down	30	X	X	X	X	X	X	X	X	X
Budget Grenade	50	X	X	X	X	X	X	X	X	X
Hi-Potion	150	X	-	-	-	X	X	X	X	X
Charm Bangle	500	X	-	-	-	X	X	X	X	X
Grenade	70	-	X	X	X	-	X	X	X	X
Poison Fang	100	-	X	X	X	-	X	X	X	X
Remedy	200	-	X	X	X	-	X	X	X	X
Mithryl Gloves	750	-	X	-	-	-	X	X	X	X
Glass Buckle	2500	-	X	-	-	-	X	X	X	X
S-Bomb	100	-	-	X	X	-	-	X	X	X
Dark Grenade	300	-	-	X	X	-	-	X	X	X
Titanium Bangle	500	-	-	X	X	-	-	X	X	X
Power Wrist	1500	-	-	X	-	-	-	X	X	X
Black Belt	5000	-	-	X	-	-	-	X	X	X
M-Bomb	350	-	-	-	X	-	-	-	X	X
L-Bomb	500	-	-	-	X	-	-	-	X	X
Pretty Orb	1000	-	-	-	X	-	-	-	X	X
Shining Gem	3500	-	-	-	X	-	-	-	X	X
Mortal Shock	12000	-	-	-	X	-	-	-	X	X
Stamina Tablet	1000	-	-	-	-	-	-	-	-	X
Dream Shock	3000	-	-	-	-	-	-	-	-	X
Hyper Wrist	5000	-	-	-	-	-	-	-	-	X
Supreme Gem	15000	-	-	-	-	-	-	-	-	X
Tetra Gloves	50000	-	-	-	-	-	-	-	-	X
Sword Tome	80000	-	-	-	-	-	-	-	-	X
Disaster in Bloom Garment Grid	200000	-	-	-	-	-	-	-	-	X
*Bushido Tome	100000	-	-	-	-	-	-	-	-	X

### ARGENT, INC.

ITEM	CREDIT	1 (BEFORE INTEGRATION)	2 (BEFORE INTEGRATION)	3 (BEFORE INTEGRATION)	4 (BEFORE INTEGRATION)	1 (AFTER INTEGRATION)	2 (AFTER INTEGRATION)	3 (AFTER INTEGRATION)	4 (AFTER INTEGRATION)	5 (AFTER INTEGRATION)
Potion	10	X	X	X	X	X	X	X	X	X
Phoenix Down	30	X	X	X	X	X	X	X	X	X
Budget Grenade	50	X	X	X	X	X	X	X	X	X
Hi-Potion	150	X	-	-	-	X	X	X	X	X
Ether	500	X	-	-	-	X	X	X	X	X
Lunar Curtain	70	-	X	X	X	-	X	X	X	X
Silver Hourglass	100	-	X	X	X	-	X	X	X	X
Dispel Tonic	200	-	X	X	X	-	X	X	X	X

ITEM	CREDIT	1 (BEFORE INTEGRATION)	2 (BEFORE INTEGRATION)	3 (BEFORE INTEGRATION)	4 (BEFORE INTEGRATION)	1 (AFTER INTEGRATION)	2 (AFTER INTEGRATION)	3 (AFTER INTEGRATION)	4 (AFTER INTEGRATION)	5 (AFTER INTEGRATION)
Defense Veil	750	-	X	-	-	-	X	X	X	X
Gold Bracer	2500	-	X	-	-	-	X	X	X	X
Farplane Shadow	100	-	-	X	X	-	-	X	X	X
Mana Spring	300	-	-	X	X	-	-	X	X	X
Soul Spring	500	-	-	X	X	-	-	X	X	X
Tarot Card	1500	-	-	X	-	-	-	X	X	X
Hypno Crown	5000	-	-	X	-	-	-	X	X	X
Stamina Spring	350	-	-	-	X	-	-	-	X	X
Gold Hourglass	500	-	-	-	X	-	-	-	X	X
Pearl Necklace	1000	-	-	-	X	-	-	-	X	X
Tetra Band	3500	-	-	-	X	-	-	-	X	X
Soul of Thamasa	12000	-	-	-	X	-	-	-	X	X
Turbo Ether	1000	-	-	-	-	-	-	-	-	X
Mana Tonic	3000	-	-	-	-	-	-	-	-	X
Pixie Dust	5000	-	-	-	-	-	-	-	-	X
Chocobo Wing	15000	-	-	-	-	-	-	-	-	X
Tetra Bracelet	50000	-	-	-	-	-	-	-	-	X
Black Tome	80000	-	-	-	-	-	-	-	-	X
Flash of Steel Garment Grid	200000	-	-	-	-	-	-	-	-	X
*White Tome	100000	-	-	-	-	-	-	-	-	X

\*These items can only be purchased after buying the Flash of Steel Garment Grid.

## Closing the Campaign

The Publicity Campaign automatically ends in Chapter 5 upon reaching Level 5 with 400 or more points. If you want to build your campaign to that level for both companies, don't visit the Calm Lands during Chapter 5 until you are finished. During the Episode Complete event, the results of the Publicity Campaign contest are tallied and read to the anxious crowd. The company with the highest total wins.

However, the event doesn't end there! Under the advice and leadership of Tobli, the two companies decide to join forces and create a single holding company for the Calm Land amusements, called the Calm Skies Partnership. To celebrate, the park opens one or two new amusements based on your performance. If you reach Rank 3 for Argent, Inc., a game called "Feed the Monkey" opens by the northern entrance. If you get to Rank 3 for Open Air, a mini-game called "Gull Force" opens at the southern entrance of the field. Achieve Rank 3 or higher in both companies' campaigns to open both mini-games at the end of the mission!

## Playing "Here Comes the Bride"

"Here Comes the Bride" is played identically to the Publicity Campaign—after all, you are basically publicizing the son's eligibility to all of the women in Spira! As you spread the word about the Calm Lands' attractions, keep an eye out for single women who might be interested in the Argent owner's son. If you fail to illicit an excited response, try approaching the woman again later.

### MATCHMAKING PITCHES

1. Find your better half!
2. I have the perfect person for you!
3. The heir to Argent, Inc. needs a fiancée...
4. The man of your dreams awaits!
5. Do you believe in... destiny?

### RESPONSES AND POINT VALUES FOR THE PUBLICITY CAMPAIGN

She seems really excited!	5 points
You've piqued her curiosity.	3 points
She doesn't seem interested.	2 points
You've turned her off.	1 point
You couldn't have offended her more if you tried.	0 points

## The Bride(s) Cometh!

You can keep track of your tally by talking to the father of the groom in the Calm Lands at any time before Chapter 5. However, when you approach him in Chapter 5, he finally gives you the results of all your hard work. How many prospective brides can you persuade to look the son over?

### MATCHMAKING RESULTS

POINTS	# OF BRIDES	REWARD
0-29	0	Elixir
30-49	1 (Frumpish Lady)	Speed Bracer
50-79	1	Speed Bracer
80-104	2	Speed Bracer
105-129	3	Speed Bracer
130+	3+1 (Frumpish Lady)	Speed Bracer

## Publicity and Matchmaking Participant Locations

This section details the locations of all of the NPCs participating in the Publicity and Matchmaking Campaigns. When using these tables, refer to the accompanying maps to pinpoint the locations of the NPCs. Because some of the NPCs roam in a set course, each character's starting location is indicated on the map. Also note that missions may pre-empt your ability to find or speak with a specific NPC. Look for them before or after completing a mission or event scheduled in that area.

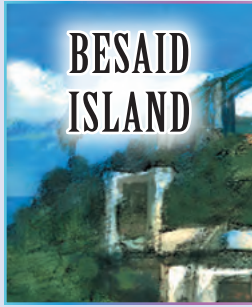
The tables list the locations of the NPCs and the chapters in which you can find them. Some characters appear only in specific chapters or change locations from one chapter to another. The tables also provide the point value for each of the Publicity and Matchmaking pitches. Remember, a "5" indicates that you'll get the best response if you use that pitch, while a "0" indicates that you'll get the worst response.

### KEEP TALKING!

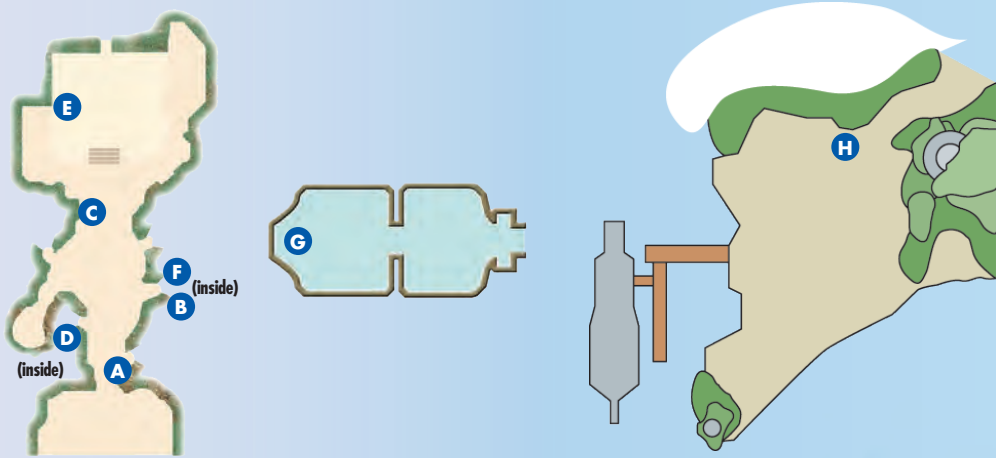
On average, you find the most participants available during Chapters 3 and 5. However, don't let that prevent you from running the PR campaign during Chapters 1 and 2. The idea is to get the most points possible, and the best way to do that is to talk to everyone at least once during each chapter!

Characters  
 Garment Grids  
 Accessories & Items  
 Game System  
 Chapter Primer  
 Walkthrough  
 100% Checklist  
 Mini-Games  
 Events





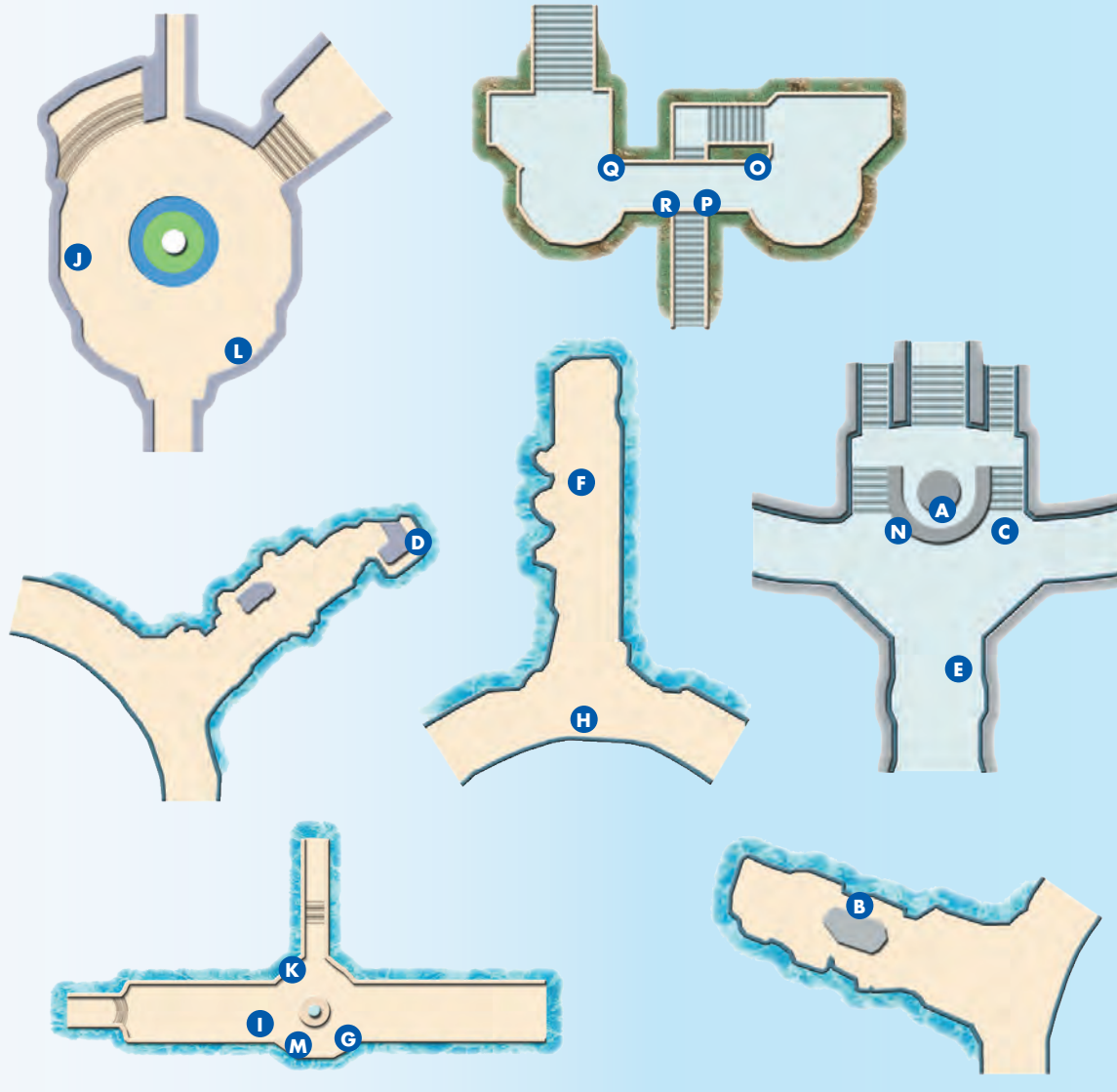
PLACE	DESCRIPTION	CHAPTERS					PR PITCHES					MATCHMAKER PITCHES				
		1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	Woman in blue dress	X	X	-	-	-	3	5	2	0	1	0	1	5	2	3
B		-	-	X	-	X										
C	Girl in yellow and teal tunic walking with dog	X	X	X	-	X	3	1	0	5	2	1	0	3	5	2
D	Item shopkeeper	X	X	X	-	X	2	0	3	1	5	3	2	5	1	0
E	Boy running in and out of temple	X	X	X	-	X	2	1	5	0	3	-	-	-	-	-
F	Bare-chested man in first house	X	X	X	-	X	5	0	2	1	3	-	-	-	-	-
G	Keepa	X	X	X	-	-	5	1	3	2	0	-	-	-	-	-
H		-	-	-	-	X										



PLACE	DESCRIPTION	CHAPTERS					PR PITCHES					MATCHMAKER PITCHES				
		1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	Guy in red and yellow shorts	X	-	-	-	-	1	3	0	2	5	-	-	-	-	-
B		-	-	X	-	-										
C	Man in teal shirt on dock	-	-	-	-	X	0	2	1	5	3	-	-	-	-	-
D		X	-	X	-	X										
E	Girl in white tunic talking with man	-	-	X	-	-	2	3	0	1	5	5	3	0	1	2
F	Man in green	-	-	-	-	X	3	2	1	5	0	-	-	-	-	-
G		X	-	-	-	-										
H	Man in teal shirt	-	-	X	-	-	3	1	2	0	5	-	-	-	-	-
I		-	-	-	-	X										
J	Guy in red and white shorts	X	-	X	-	-	2	3	0	1	5	-	-	-	-	-
K		-	-	-	-	X										
L	Girl in white tunic by bridge	X	-	X	-	-	0	5	3	2	1	3	2	5	1	0
M		-	-	-	-	X										
N		X	-	X	-	-	0	5	3	2	1	3	2	5	1	0
O		-	-	-	-	-										



PLACE	DESCRIPTION	CHAPTERS					PR PITCHES					MATCHMAKER PITCHES				
		1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	Girl in white tunic	X	X	X	-	-	3	5	2	0	1	0	5	1	3	2
B		-	-	-	-	X										
C	Al Bhed guy in green and yellow	X	X	-	-	-	0	3	5	2	1	-	-	-	-	
D		-	-	-	-	X										
E	Man in yellow shirt walking by entrance	-	-	X	-	-	0	3	5	2	1	-	-	-	-	
F	Guy in gray walking in circles on dock	X	X	-	-	X	5	1	3	2	0	-	-	-	-	
G	Man in green outfit	-	-	X	-	-	5	1	3	2	0	-	-	-	-	
H	Female Reporter	X	X	-	-	X	1	3	0	5	2	0	5	2	3	1
I		-	-	X	-	-										
J	Man in purple robe on bench	X	X	-	-	X	3	0	2	1	5	-	-	-	-	
K	Man in yellow shirt walking around	-	-	X	-	-	3	0	2	1	5	-	-	-	-	
L	Young boy with green bandana	X	X	-	-	-										
M		-	-	X	-	-	2	3	1	5	0	-	-	-	-	
N		-	-	-	-	X										
O	Young girl on bench	X	X	-	-	X	1	3	0	2	5	3	0	5	1	2
P	Woman in red top talking to woman at R	-	-	X	-	-	1	3	0	2	5	3	0	5	1	2
Q	Woman on bench	X	X	-	-	X	1	2	5	3	0	0	5	1	2	3
R	Woman in yellow talking to woman at P	-	-	X	-	-	1	2	5	3	0	0	5	1	2	3



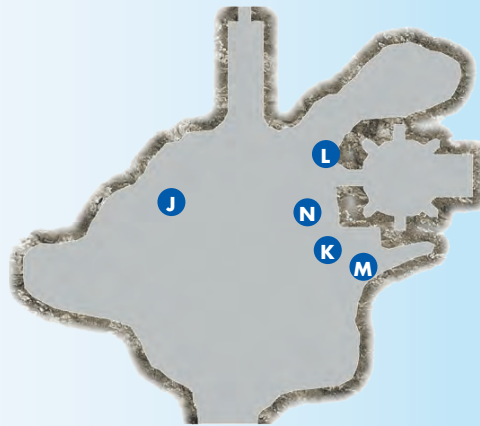




PLACE	DESCRIPTION	CHAPTERS					PR PITCHES					MATCHMAKER PITCHES				
		1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	Woman in blue dress	X	X	X	-	X	5	1	0	3	2	5	1	2	3	0
B	Girl in white tunic	X	X	X	-	X	3	5	0	2	1	3	2	1	0	5
C	Bare-chested man	X	X	X	-	X	0	2	5	3	1	-	-	-	-	-
D	Al Bhed woman	X	X	X	-	X	2	1	0	5	3	1	5	0	3	2
E	Man by Hover	X	X	X	-	X	0	5	3	2	1	-	-	-	-	-
F	Man looking out over the sea	X	X	X	-	X	5	3	2	1	0	-	-	-	-	-
G	Girl at table in Travel Agency	X	X	X	-	X	0	5	3	2	1	1	0	3	5	2
H	Boy at table in Travel Agency	X	X	X	-	X	1	3	5	0	2	-	-	-	-	-
I	Girl in yellow and orange	X	X	X	-	-	0	2	3	5	1	5	3	2	1	0
J		-	-	-	-	X										
K	Boy by entrance to Mushroom Rock	X	X	X	-	X	2	3	1	0	5	-	-	-	-	-
L	Man in purple and yellow	X	X	X	-	-	1	5	3	2	0	-	-	-	-	-
M		-	-	-	-	X										
N	Woman in purple below bridge	X	X	X	-	-	2	3	1	5	0	5	3	2	1	0
O	Woman in green walking back and forth under bridge	-	-	-	-	X	2	3	1	5	0	5	3	2	1	0
P	Bare-chested man	X	X	X	-	X	3	0	5	2	1	-	-	-	-	-
Q	Man in green shirt	X	X	X	-	X	5	1	3	0	2	-	-	-	-	-



PLACE	DESCRIPTION	CHAPTERS					PR PITCHES					MATCHMAKER PITCHES				
		1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	Al Bhed woman in pink and red	X	X	-	-	-	3	0	5	2	1	3	1	0	2	5
B		-	-	-	-	X										
C	Man in green and yellow tunic	X	X	-	-	X	5	1	0	3	2	-	-	-	-	-
D	Man in yellow and blue	X	X	-	-	-	1	0	2	5	3	-	-	-	-	-
E		-	-	-	-	X										
F	Man looking at water	X	X	-	-	-	0	1	3	2	5	-	-	-	-	-
G		-	-	-	-	X	1									
H	Old Lady in purple dress	X	X	-	-	-	3	1	5	0	2	0	1	3	2	5
I		-	-	-	-	X	2									
J	Man in yellow and green	X	X	-	-	-	2	5	0	3	1	-	-	-	-	-
K		-	-	-	-	X										
L	Woman in bikini	X	X	-	-	X	5	0	2	1	3	0	1	3	2	5
M	Woman in yellow and orange	X	X	-	-	-	2	1	5	0	3	2	0	1	5	3
N		-	-	-	-	X										



PLACE	DESCRIPTION	CHAPTERS					PR PITCHES					MATCHMAKER PITCHES				
		1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	Guado by tree	X	X	X	-	-	5	0	1	2	3	-	-	-	-	-
B	Guado in the woods	X	X	X	-	-	0	3	1	5	2	-	-	-	-	-

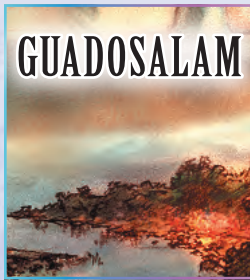


Characters  
Garment Grids  
Accessories & Items  
Game System  
Chapter Primer  
Walkthrough  
100% Checklist  
Mini-Games  
Friends





PLACE	DESCRIPTION	CHAPTERS					PR PITCHES					MATCHMAKER PITCHES				
		1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	Al Bhed woman	X	-	X	X	X	3	0	5	1	2	5	3	2	1	0
B	Al Bhed girl in coveralls	X	X	X	X	X	0	3	1	2	5	0	5	3	2	1
C	Boy looking at the shoopuf	X	X	X	X	X	2	0	1	3	5	-	-	-	-	-
D	Woman with red bandana	X	X	X	X	X	0	3	2	1	5	2	1	0	5	3
E	Old woman by Guadosalam entrance	X	X	X	X	X	5	0	2	3	1	3	2	1	0	5



PLACE	DESCRIPTION	CHAPTERS					PR PITCHES					MATCHMAKER PITCHES				
		1	2	3	4	5	1	2	3	4	5	1	2	3	4	5
A	Hypello	X	-	-	-	X	1	2	5	0	3	-	-	-	-	-
B		-	-	X	-	-	-	-	-	-	-	-	-	-	-	-
C	Innkeeper	X	-	X	-	X	0	5	2	3	1	-	-	-	-	-
D	Item Shopkeeper	X	-	X	-	X	3	5	0	1	2	-	-	-	-	-
E	Item shop customer	X	-	X	-	X	0	3	2	5	1	-	-	-	-	-
F		X	-	X	-	-	5	2	1	3	0	-	-	-	-	-
G	Boy in purple	-	-	-	-	X	-	-	-	-	-	-	-	-	-	-



## Lupine Dash

<b>WHEN AVAILABLE:</b>	Chapters 1, 2, 3, and 5
<b>LOCATION:</b>	Calm Lands (SW corner of field)
<b>OBJECTIVE:</b>	This mini-game is the wolf equivalent of dog racing. From a field of five Lupines, figure out which one is most likely to win and then place your bets! Win credits that you can use to purchase valuable and sometimes rare gifts.

### PLACE YOUR BETS!

The main objective in this game is to figure out which Lupine is most likely to win the race and place bets on him. You can choose to bet on a single winner (Win Bet) or bet on the two Lupines most likely to place 1 and 2 (Double Bet). Study their stats well and use the given odds to help make your decision.

The odds are generated based on the Lupine's overall stats, but that doesn't always tell the whole story. When placing your bet, you can play it safe by choosing the Lupine(s) with the highest overall score and the lowest odds (and the lowest payout), or you can take a risk on an underdog.

As your Publicity Level grows, you can bet on races with higher grades and higher stakes. These races usually provide bigger payouts, but the minimum bets are higher! On the other hand, the higher the race grade, the faster the Lupines participating in the race and the more racing fun you'll have!

### MINIMUM BETS PER RACE GRADE

GRADE	MINIMUM BET
1	1
2	5
3	10
4	25
5	100

### FIGURING OUT THE LUPINE STATS

From a field of 61 Lupines, five are randomly chosen to compete in each race. You can view their stats and odds of winning when you place a bet under the Win Bet or Double Bet option. Each Lupine is graded based on five stats with an overall stat used for determining the race odds. The stats indicate how well a Lupine is likely to perform during a race. Ideally, you want to choose a Lupine with a high overall score. However, you sometimes might want to take a chance on a Lupine with a lower overall score, but with stats that are more in line with a winner. The stats used in Lupine Dash are as follows:

**Speed:** This is perhaps the greatest factor you should consider in determining a winning Lupine. A Lupine's speed changes based on the grade of the race. Use the following formula in conjunction with the figure given in the Lupine stats table to help calculate the final sum.

$$\text{SPEED STAT X (RACE GRADE X 5 + 10) = TOTAL SPEED FOR THE GRADE ENTERED}$$

**Stamina:** The Lupine's Stamina rating determines how long it can maintain its speed. Lupines with a high Speed rating and a low Stamina rating can run fast, but only for short distances. This is a very important modifier of a competitor's speed!

**Rally:** This describes the Lupine's ability to summon its strength and speed at the very end of the race. The higher the stat, the greater the speed boost the Lupine receives as it nears the goal. This stat alone can help a competitor win the race from behind.

**Flux:** This describes the probability that the Lupine's starting stats will fluctuate when the race begins. The higher the Flux stat, the more likely the stats change.

**Luck:** This stat works in conjunction with a Lupine's Flux stat. It determines how much the Lupine's starting stats will fluctuate at the start of a race. The higher the stat, the greater the chance that its stats will change for the better.

**Overall:** This gives you the median value of the Lupine's stats. The average of this stat is 50. This is used to set the odds in a race.

It's important to study each Lupine's stats before placing your bets. Understanding how each stat works in conjunction with the others is key to winning credits!

## Reptile Run

<b>WHEN AVAILABLE:</b>	Chapters 1, 2, 3, and 5
<b>LOCATION:</b>	Calm Lands (to the left of the Chocobo Ranch)
<b>OBJECTIVE:</b>	To succeed at Reptile Run, you must have a quick mind and great hand-eye coordination! This game challenges you to guide a lizard through a hazardous course to reach the finish line. The catch? You can only move forward—either in a straight vertical line or a diagonal! The faster you make it through the course, the more credits you win!

### HELPING THE REPTILE REACH THE GOAL LINE!

The goal of this game is to guide the lizard across the field, past the fiends, to the goal line within the time limit. The field is an 8x8 grid inhabited by anywhere from 10-14 fiends. Starting time limits range from 800 to 950. A horizontal row of spheres indicates when it's safe to move. A red sphere indicates certain death if you cross, while yellow and green indicate that you can pass with some safety. Reach the goal line alive to receive a payout based on the amount of remaining time.

Naturally, the higher your Publicity Level, the more levels from which you can choose. The higher the level, the more fiends you must pass and the greater the danger. However, you can also bet more, so the payout—if you win—is greater.

### THOSE DASTARDLY FIENDS!

Three types of fiends inhabit the field: Helms, Bombs, and Drakes. Each one has its own method and range of attack. Running into any of their attacks results in instant death for your poor lizard.

Helms can only attack the tile directly in front of them. These fiends usually walk back and forth across the field or in small repeating patterns on the same row.

Bombs spew fire in the direction they're facing. They cannot travel across the field, but they do spin in a clockwise or counterclockwise manner. Time your movements with their rotation to ensure that you don't get caught in their blast.

The Drake stampedes back and forth across the field like the Helm, but it can attack from any distance, in any of the four directions like the Bomb. Watch out for these fiends in the corners of maps!

### LAYOUT OF THE FIELDS

The layout of the field remains static for each level. Once you get to know the field, you can figure out a path through the mayhem. However, note that your starting position is randomly generated on the first row each time.

LEVEL	ENEMIES	BASE TIME LIMIT
One	Helm (x5), Bomb (x6)	800
Two	Helm (x3), Bomb (x6), Drake (x1)	850
Three	Helm (x2), Bomb (x6), Drake (x3)	800
Four	Helm (x4), Bomb (x6), Drake (x2)	800
Five	Helm (x2), Bomb (x12)	950

### MAKING THE BIG MONEY

After successfully crossing a field, you have the option to continue. This is the way to win or lose big. Any remaining time from the first trip is added to the time remaining after the second trip. If you make it to the end of the field the second time, your winnings are based on that larger time figure. However, if your lizard is killed by a fiend, you lose everything!

### PAYOUT RATE BASED ON REMAINING TIME

TIME REMAINING	PAYOUT RATE	TIME REMAINING	PAYOUT RATE
0-99	0	1400-1899	7.0
100-199	1.0	1900-2399	8.5
200-299	1.3	2400-2999	10.0
300-399	1.8	3000-3599	20.0
400-499	2.5	3600-4199	45.0
500-699	3.4	4200-4999	60.0
700-999	4.5	5000-5999	80.0
1000-1399	5.8	6000+	100.0

Characters  
 Game System  
 Accessories & Items  
 Chapter Primer  
 Walkthrough  
 1  
 2  
 3  
 4  
 5  
 100% Checklist  
 Mini-Games  
 Fiends




## Sky Slots

<b>WHEN AVAILABLE:</b>	Chapters 1, 2, 3 and 5
<b>LOCATION:</b>	Calm Lands (north of the Travel Agency stand)
<b>OBJECTIVE:</b>	Win credits by playing this living version of a slot machine. As the fiends fly by, stop them in hopes of getting three in a row!

Sky Slots is nothing more than a living slot machine high in the sky over the Calm Lands. If you like playing the slots, then you'll love this take on the genre!

### GETTING THREE IN A ROW

To win at Sky Slots, you must stop the spinning reels of fiends by pressing  to get three of the same fiend in a row. There are six fiends per reel, and the number of credits you win is based on the type of fiends lined up between the two triangular marks. If you bet 5 credits and get three Vespa fiends in a row, you only win back your 5 credits. However, if you get three Divebeak fiends in a row, you win 500 credits! Of course, it goes without saying that the fiends with the higher multipliers are much harder to line up than the ones with lower multipliers. Use the following table to determine which fiends to aim for!



FIENDS	MULTIPLIER
Divebeak	100x
Peregrine	50x
Death Dauber	25x
Assassin Bee	10x
Aculeate	5x
Vespa	1x

### MINIMUM BETS PER LEVEL

LEVEL	MINIMUM BET
1	1
2	5
3	10
4	25
5	100

The amount you can bet increases as your Publicity Level increases. Of course, higher levels mean faster reels, higher stakes, and an insane amount of difficulty. However, if you're trying to win enough credits to buy something really awesome, the payout is worth it!

### TIMING IS THE KEY!

The key to winning at Sky Slots is timing. You must figure out when to press  so the wheel stops on the desired fiend. The best way to do this is to memorize the order in which the fiends appear on the reels. That way, you can press  just before the fiend you want appears. Practice your timing on Level 1 using single credit bets until you can pull off a win. Then graduate to the next level and see if you can get the timing right on a faster reel.

## Feed the Monkey

<b>WHEN AVAILABLE:</b>	Chapter 5
<b>LOCATION:</b>	Calm Lands (north entrance)
<b>OBJECTIVE:</b>	Feed the monkey on the back of the bird. If it loses too much weight, it disappears and the bird flies off. Feed it too much and the monkey and bird crash to the ground!


### OBTAINING THE FEED THE MONKEY MINI-GAME

Feed the Monkey is one of the two mini-games that open when the competing companies combine forces at the end of the Publicity Campaign in Chapter 5. If you reach Publicity Level 3 or higher in the Argent, Inc. campaign, this attraction opens at the northern entrance to the Calm Lands field.

### DON'T FEED THE MONKEY TOO MUCH—OR TOO LITTLE!

In this mini-game, the challenge is to continuously feed the monkey on the bird's back while keeping its weight within a certain range. If the monkey gets too heavy or too light, it disappears from the screen and the game ends.

The five treasure chests on the ground are filled with a variety of fruit. Light fruit makes the monkey lighter, while heavy fruit increases its girth. Since you don't know what kind of fruit is in the closed chests, fate plays a large hand in how much weight the monkey loses or gains.

If your monkey's weight drops below 5 pounds or goes above 95, then it's game over! The info bar at the top of the screen indicates how much of each kind of fruit is in the chests. Keep an eye on its tally, because it allows you to determine the risks of opening the next treasure chest. If your monkey is on the edge of its weight range, and the chests are full of fruit you don't want, don't be afraid to end the game by pressing .

Rikku and Paine help out in this endeavor. You can call upon them to fill the chests with heavy (Rikku) or light (Paine) fruits when the tally in the window isn't reporting what you want. At the beginning of the game, you can call each girl only twice. But as you open more chests, you can earn more chances to call on them. Each round there's a 50% chance that opening one of the chests will give you another Rikku or Paine call. But calling Rikku and Paine isn't without its risks! If you see them slump their shoulders, they've failed to swap out the right kind of fruit, or even worse, they may have added a Forbidden Fruit to one of the chests.

### THE FRUITS OF LOVE

The fruits are central to this game. To help maximize your score, memorize the information in the following table so you know how much each piece of fruit affects your monkey's weight.

After opening 20 or more chests, the rate at which the large fruits appear in pairs increases. For this reason, try to keep your monkey's weight below 60 pounds to be safe. When the chest count gets close to 30, special fruits start to appear in the treasure chests. Fruits like the Plain and Balance Fruits are great. However, you should beware the Forbidden Fruit. This item causes your monkey to swell up like a balloon, instantly ending the game. If you see one pop up on the information bar, call on Paine or Rikku to change the fruits in the chests!

### FEED THE MONKEY FRUITS

FRUIT NAME	WEIGHT CHANGE
Heavy Fruit Large	+15
Heavy Fruit Medium	+10
Heavy Fruit Small	+5
Light Fruit Large	-15
Light Fruit Medium	-10
Light Fruit Small	-5
Plain Fruit	+/-0
Balance Fruit	Returns Monkey to original weight (45)
Forbidden Fruit	+150 (ends game)


## Gull Force

<b>WHEN AVAILABLE:</b>	Chapter 5
<b>LOCATION:</b>	Calm Lands (southern entrance)
<b>OBJECTIVE:</b>	Try to shoot the real gull out of a line-up of fakes!

### OBTAINING THE GULL FORCE MINI-GAME

Gull Force is one of the two mini-games that open when the competing companies combine forces at the end of the Publicity Campaign in Chapter 5. If you get to Publicity Level 3 or higher in the Open Air campaign, this attraction opens at the southern entrance to the Calm Lands field.

## THE BFG (BIG FLOCKING GULLSHOT)

The rules of the game are simple. In each round, you are presented with a line of flying fiends. Depending on the level, a certain number of the fiends is real and the rest are decoys. Your job is to shoot the required number of real fiends (or more) by pressing  to reach the next stage. As you advance through the game, the stages (12 in all) get progressively harder, requiring you to shoot more targets while the number of real fiends per line decreases. You can stop the game at any point after successfully completing a stage. The payout is based on the number of successful rounds.

## SPOTTING DECOYS

Part of the job is determining which fiends are real and which ones are decoys. In the early part of the game, it's pretty easy: All of the real fiends spin around halfway across the screen. By the game's mid-point, the real fiends are still spinning, but not all the time! In the hardest levels, the decoys start spinning, too! Fortunately, they spin in the opposite direction as the real fiends.

## THE TWELVE STAGES

Each stage follows one of four patterns:

- A: Head On, Top to Bottom
- B: Left to Right
- C: Bottom to Top
- D: Right to Left

Conquering each stage requires a steady hand and a good eye. The first round (Stages 1-1 to 1-4) is fairly easy, because the ratio of real fiends to decoys is high and the real fiends all spin. However, the second and third rounds are where the action really kicks in. In these stages (Stages 2-1 to 2-4), the number of decoys increases and the actions of the real fiends become more erratic. By the end of the third round (Stages 3-1 to 3-4), the ratios of real fiends to decoys is 1 to 4!

## STAGE INFORMATION

STAGE #	# OF REAL FIENDS	SHOTS TO CLEAR	PATTERN TYPE
1-1	4	1	A
1-2	4	2	B
1-3	4	2	C
1-4	3	3	D
2-1	3	2	A
2-2	3	2	B
2-3	3	3	C
2-4	3	3	D
3-1	2	2	A
3-2	2	3	B
3-3	1	2	C
3-4	1	3	D

# THE CHOCOBO RANCH

<b>WHEN AVAILABLE:</b>	Chapters 2, 3, and 5
<b>LOCATION:</b>	Calm Lands (eastern side)
<b>OBJECTIVE:</b>	The Chocobo Ranch is all about catching chocobos in the wild, taming them, and raising their levels. You can then send them to the far corners of Spira in search of items and hidden locations!

## Clasko and the Chocobo Ranch

Adding the Chocobo Ranch to your list of mini-games requires lots of patience and the fulfillment of several prerequisite missions. At the very least, you must ensure that you've spoken to Clasko before the end of Chapter 2 to have access to the Chocobo Ranch. Clasko is the key to getting the Chocobo Ranch. If you see to it that he finds his way to the Calm Lands, you'll have your run of the Chocobo Ranch for sure. Otherwise, you won't be able to play this mini-game, and Clasko will be missing in action for the rest of the game.

The easiest way to get the Chocobo Ranch is to participate in the following events.

**Step 1:** Meet Clasko during the "Foggy Fiend Frenzy!" mission at Mushroom Rock Road in Chapter 1.

**Step 2:** After completing the "Foggy Fiend Frenzy!" mission, return to Mushroom Rock Road and invite Clasko to join the crew on the Celsius.

**Step 3:** Participate in the "Cuckoo for Chocobos!" mission on the Mi'ihen Highroad in Chapter 2. If Clasko is onboard the Celsius, he disembarks to help you complete this mission.

**Step 4:** After completing the "Cuckoo for Chocobos!" mission, return to the Mi'ihen Highroad and invite Clasko back onboard the Celsius. (Depending upon the outcome of the mission, you may also be able to invite Calli and her chocobo.)

**Step 5:** With Clasko onboard, fly to the Calm Lands and help Clasko set up his stables by completing the "Clean Sweep" mission. After clearing the stables of fiends, the Chocobo Ranch is yours!

## OTHER OPTIONS

There are a couple of alternatives to the process just described. If you miss out on the "Foggy Fiend Frenzy!" mission or fail to invite Clasko onboard the Celsius in Chapter 1, find and talk to Clasko on Mushroom Rock Road in Chapter 2.

In addition, if you forget to stop by the Calm Lands in Chapter 2, Clasko automatically jumps ship there in Chapter 3.

If you fail to talk to Clasko in Chapter 1 or 2, the Chocobo Ranch will not open.

## Inside the Chocobo Ranch

You can find chocobos almost anywhere in Spira. After catching one, it is automatically sent to Clasko and the Chocobo Ranch. The Ranch can hold up to 14 chocobos, four Choco-Runners, and 10 Choco-Reserves. When you fill the stalls, you must let one of the current chocobos go before you can catch another.

The layout of the Chocobo Ranch is fairly simple to navigate. Clasko generally hangs out in the alcove to the right of the entrance. The Choco-Reserves live in the stalls in the right and left wings on the first floor, while the Choco-Runners reside in the stalls on the second floor.

Clasko handles all of the standard business in the Chocobo Ranch. If you need to check the status of your chocobos, dispatch one on a treasure hunt, or feed it greens, then talk to Clasko.

## Catching a Chocobo

After cleaning out the Ranch, Clasko presents you with some Gysahl Greens to help catch your first chocobo. Now all you have to do is find some chocobos! Wild chocobos live in virtually every part of Spira, and you encounter them in battles just like normal enemies.

If you're lucky enough to run across one that's alone, feed it some Gysahl Greens until it is tame and willingly joins your flock. If you run into a chocobo in a battle situation, have a party member feed it Gysahl Greens to keep it calm and interested while the other party members work on defeating the fiends. Whatever you do, do not attack the chocobo—even by accident! If you strike a chocobo in battle, it automatically runs off. Eliminate all of the fiends and continue to feed the chocobo until it is caught.

## AREAS WHERE CHOCOBOS NEVER APPEAR IN BATTLE

Bevelle	Mt. Gagazet
Lake Macalania	Mushroom Rock Road
Mi'ihen Highroad	Zanarkand Ruins



## Increasing a Chocobo's Level

After capturing a chocobo, it's time to start raising it. Basically, you want to raise its level as high as possible. To increase a chocobo's level, you must feed it a certain number of Greens. Refer to the following table for all of the pertinent information.

Clasko obtains new Greens while the Gullwings are completing missions and defeating enemies. The more battles you win, the more Greens Clasko acquires. Yuna can hold 99 of each type of Green in her inventory, the rest Clasko can store in the Ranch. Since greens are essential to raising your chocobos' levels, make sure you always have a good supply on hand. Pahsana and Gysahl Greens are available from the opening of the Chocobo Ranch, while Mimett Greens appear in Chapter 3 and Sylkis Greens appear in Chapter 5. You can change the ratio of Greens that Clasko obtains by selecting the Nutritive Green option on the main menu. You can't adjust the ratio of anything from the Junk Food Greens section.

## Chocobo Treasure Hunting

The main function of the chocobo is for treasure hunting. Dispatch chocobos into the field to search for treasure and hidden areas that are otherwise inaccessible. However, sending a chocobo on a treasure hunt has its risks. If a chocobo's Heart stat is low or its nature clashes with the area you send it to, there's a good chance the chocobo will fly the coop. The more chocobos inside the ranch, the less likely they are to run away. Use the information provided in this section to make things easier when dispatching a chocobo.

A chocobo's Nature can be one of three types: bold, normal, or timid. A chocobo's Nature remains the same throughout the game, so if you're looking to get a chocobo with a certain Nature, you may have to capture and release several chocobos before coming across the desired one. Different areas are also better for catching certain types of chocobos, as shown in the following table.

### NATURE

AREA	TIMID	NORMAL	BOLD
Kilika Island, Thunder Plains, Bikanel Desert	10%	10%	80%
Djose Temple, Calm Lands	10%	80%	10%
Besaid Island, Moonflow, Macalania Forest	80%	10%	10%

### MATCHING CHOCOBO NATURE WITH LOCATIONS

DESTINATION	TIMID	NORMAL	BOLD
Besaid Island	Average	Well-suited	Unsuited
Kilika Island	Well-suited	Unsuited	Average
Mi'ihen Highroad	Average	Average	Average
Mushroom Rock Road	Average	Average	Average
Djose	Unsuited	Average	Well-suited
Moonflow	Average	Well-suited	Unsuited
Thunder Plains	Well-suited	Unsuited	Average
Macalania	Average	Well-suited	Unsuited
Bikanel Island	Well-suited	Unsuited	Average
Calm Lands	Unsuited	Average	Well-suited
Mt. Gagazet	Average	Average	Average
Zanarkand Ruins	Average	Average	Average

### CHOCOBO TREASURE HUNTING LIST

LOCATION	CHOCOBO LEVEL	GRADE D	GRADE C	GRADE B	GRADE A
Besaid Island	Level 1	Potion	Potion (x2)	Potion (x3)	Potion (x4)
Besaid Island	Level 2	Hi-Potion	Phoenix Down	Ether	Turbo Ether
Besaid Island	Level 3	Hi-Potion (x2)	Phoenix Down (x2)	Ether (x2)	Turbo Ether (x2)
Besaid Island	Level 4	Hi-Potion (x3)	Phoenix Down (x3)	Ether (x3)	X-Potion
Besaid Island	Level 5	Hi-Potion (x4)	Phoenix Down (x4)	Ether (x4)	Elixir
Kilika Island	Level 1	Budget Grenade	Budget Grenade	Grenade	Grenade (x2)
Kilika Island	Level 2	Grenade (x3)	M-Bomb	M-Bomb (x2)	Petrify Grenade
Kilika Island	Level 3	Grenade (x4)	L-Bomb (x2)	L-Bomb (x2)	Petrify Grenade (x2)
Kilika Island	Level 4	S-Bomb	L-Bomb (x3)	Sleep Grenade (x2)	Titanium Bangle
Kilika Island	Level 5	M-Bomb	Silence Grenade (x4)	Star Pendant	Venom Shock
Mi'ihen Highroad	Level 1	Soft	Soft (x2)	Soft (x4)	Soft
Mi'ihen Highroad	Level 2	Remedy	Eye Drops	Silence Grenade	Silver Bracer
Mi'ihen Highroad	Level 3	Remedy (x2)	Eye Drops (x2)	Silence Grenade (x2)	Gold Bracer
Mi'ihen Highroad	Level 4	Remedy (x3)	Eye Drops (x3)	Silence Grenade (x3)	Rune Bracer
Mi'ihen Highroad	Level 5	Remedy (x4)	Eye Drops (x4)	White Cape	Mute Shock

### LEVELING UP CHOCOBOS

LEVEL	GREENS NEEDED	#
2	Pahsana Greens	10
3	Mimett Greens	10
4	Mimett Greens	30
5	Sylkis Greens	40

### BREAKING DOWN THE BATTLE/GREENS RATIO

CHAPTER	GYSAHL GREENS	PAHSANA, SYLKIS, AND MIMETT GREENS
2	5 Greens for every 12 battles	10 Greens for every 6 battles
3	5 Greens for every 10 battles	10 Greens for every 6 battles
4-5	5 Greens for every 6 battles	10 Greens for every 5 battles

Nature is perhaps the single most important factor to consider when deciding which of your chocobos to send to a given location. A chocobo whose Nature is well-suited to a location is less likely to run away. Plus, it loses less Heart during the trip, and it's more likely to find treasure. You want to make certain that a chocobo does its best, so send it somewhere that suits its Nature. Refer to the following table to see where you should send your chocobos.

### SUITABILITY AND ITS EFFECTS

SUITABILITY	HEART CONSUMPTION	TREASURE AMOUNT	FLEE PROBABILITY
Well-suited	15	More than average	Low
Average	30	Average	Average
Unsuited	60	Less than average	High

Now that you've sent your chocobo minions to scour Spira, it may be nice to know exactly what they can bring back. A chocobo's level and the location it's sent determine the treasures it may find. Refer to the following tables for the details. The number of items the chocobo can find is determined by two things:

- Its suitability for the area you've sent it.
- The number of Choco-Reserves currently at the Chocobo Ranch.

LOCATION	CHOCOBO LEVEL	GRADE D	GRADE C	GRADE B	GRADE A
Mushroom Rock Road	Level 1	Fish Scale	Fish Scale (x2)	Fish Scale (x3)	Fish Scale (x4)
Mushroom Rock Road	Level 2	Dragon Scale	Water Gem	Blue Ring	Cerulean Ring
Mushroom Rock Road	Level 3	Dragon Scale (x2)	Water Gem (x2)	Watery Gleam	Electrocutioner
Mushroom Rock Road	Level 4	Dragon Scale (x3)	Water Gem (x3)	NulTide Ring	Short Circuit
Mushroom Rock Road	Level 5	Dragon Scale (x4)	Water Gem (x4)	Silver Glasses	Blind Shock
Djose	Level 1	Star Curtain	Star Curtain (x2)	Star Curtain (x3)	Star Curtain (x4)
Djose	Level 2	Lunar Curtain	Light Curtain	Mana Tablet	Stamina Tablet
Djose	Level 3	Lunar Curtain (x2)	Light Curtain (x2)	Mana Tablet (x2)	Stamina Tablet (x2)
Djose	Level 4	Lunar Curtain (x3)	Light Curtain (x3)	Mana Tonic	Stamina Tonic
Djose	Level 5	Lunar Curtain (x4)	Light Curtain (x4)	Twist Headband	Dream Shock
Moonflow	Level 1	Antidote	Antidote (x2)	Antidote (x3)	Antidote (x4)
Moonflow	Level 2	Remedy	Holy Water	Healing Spring	Ether
Moonflow	Level 3	Remedy (x2)	Holy Water (x2)	Healing Spring (x2)	Turbo Ether
Moonflow	Level 4	Remedy (x3)	Holy Water (x3)	Healing Spring (x3)	Regen Bangle
Moonflow	Level 5	Remedy (x4)	Holy Water (x4)	Healing Spring (x4)	Recovery Bracer
Thunder Plains	Level 1	Electro Marble	Electro Marble (x2)	Electro Marble (x3)	Electro Marble (x4)
Thunder Plains	Level 2	Lightning Marble	Lightning Gem	Yellow Ring	Ochre Ring
Thunder Plains	Level 3	Lightning Marble (x2)	Lightning Gem (x2)	Lightning Gleam	Short Circuit
Thunder Plains	Level 4	Lightning Marble (x3)	Lightning Gem (x3)	NulShock Ring	Electrocutioner
Thunder Plains	Level 5	Lightning Marble (x4)	Lightning Gem (x4)	Black Choker	Chaos Shock
Macalania	Level 1	Potion	Potion (x2)	Potion (x3)	Potion (x4)
Macalania	Level 2	Hi-Potion	Phoenix Down	Phoenix Down (x3)	Mega Phoenix
Macalania	Level 3	Hi-Potion (x2)	Phoenix Down (x2)	Phoenix Down (x4)	Mega-Potion
Macalania	Level 4	Hi-Potion (x3)	Phoenix Down (x3)	Mega Phoenix	Mega-Potion (x2)
Macalania	Level 5	Hi-Potion (x4)	Phoenix Down (x4)	Potpourri (x2)	Fury Shock
Bikanel Desert	Level 1	Bomb Fragment	Bomb Fragment (x2)	Bomb Fragment (x3)	Bomb Fragment (x4)
Bikanel Desert	Level 2	Bomb Core	Fire Gem	Red Ring	Crimson Ring
Bikanel Desert	Level 3	Bomb Core (x2)	Fire Gem (x2)	Fiery Gleam	Sublimator
Bikanel Desert	Level 4	Bomb Core (x3)	Fire Gem (x3)	NulBlaze Ring	Freezerburn
Bikanel Desert	Level 5	Bomb Core (x4)	Fire Gem (x4)	Gold Anklet	Stone Shock
Calm Lands	Level 1	Potion	Potion (x2)	Potion (x3)	Potion (x4)
Calm Lands	Level 2	Dispel Tonic	Chocobo Feather	Silver Hourglass	Gold Hourglass
Calm Lands	Level 3	Dispel Tonic (x2)	Chocobo Feather (x2)	Silver Hourglass (x2)	Gold Hourglass (x2)
Calm Lands	Level 4	Dispel Tonic (x3)	Chocobo Feather (x3)	Silver Hourglass (x3)	Chocobo Wing
Calm Lands	Level 5	Dispel Tonic (x4)	Chocobo Feather (x4)	Dragonfly Orb	System Shock
Mt. Gagazet	Level 1	Antarctic Wind	Antarctic Wind (x2)	Antarctic Wind (x3)	Antarctic Wind (x4)
Mt. Gagazet	Level 2	Arctic Wind	Ice Gem	White Ring	Snow Ring
Mt. Gagazet	Level 3	Arctic Wind (x2)	Ice Gem (x2)	Icy Gleam	Sublimator
Mt. Gagazet	Level 4	Arctic Wind (x3)	Ice Gem (x3)	NulFrost Ring	Freezerburn
Mt. Gagazet	Level 5	Arctic Wind (x4)	Ice Gem (x4)	Angel Earrings	Mortal Shock
Zanarkand Ruins	Level 1	Echo Screen	Echo Screen (x2)	Echo Screen (x3)	Echo Screen (x4)
Zanarkand Ruins	Level 2	Remedy	Dispel Tonic	Silver Hourglass	Ether
Zanarkand Ruins	Level 3	Remedy (x2)	Dispel Tonic (x2)	Gold Hourglass	Turbo Ether
Zanarkand Ruins	Level 4	Remedy (x3)	Dispel Tonic (x3)	Gold Hourglass (x2)	Kinesis Badge
Zanarkand Ruins	Level 5	Remedy (x4)	Dispel Tonic (x4)	Pretty Orb	Lag Shock

## Special Treasure Hunting Events

A couple of special events occur when you send a chocobo to certain locations under specific conditions. Dispatch a chocobo to Bikanel Island in Chapter 5 and you can ride it in the Central Expanse section of the Digging mini-game. (The first chocobo you send to Bikanel runs away, so you must issue another to open the new digging area.) Sending a high-level chocobo to the Mi'ihen Highroad during Chapter 5 can unearth the secret Fiend Colony dungeon. Completing the steps to get an Amazing Chocobo also uncovers a secret chocobo dungeon by Clasko's ranch in the Calm Lands. Finally, if you send out a chocobo with a Heart stat at less than 100 and it returns without finding an item, there is a chance you'll get the **Mounted Assault Garment Grid** or the **Strength of One Garment Grid**.

## Getting the Amazing Chocobo

The Amazing Chocobo doesn't have a level, Nature, or Heart, and it won't run away once you've got it. But it does have Fatigue ranging from 0 to 100. The Amazing Chocobo's Fatigue affects how well it can perform its tasks of "Chocobo Support" and "Exploring Spira." To get it, dispatch three chocobos of each level sequentially, level 1 through level 5 (for a minimum of 15 chocobos total), and have them return safely. You must dispatch at least 15 chocobos to meet this requirement; if any run away, you must send more. When you've worked up to sending three level 5 chocobos, make sure all four of your active Choco-Runners are level 5, including the one you don't send on the last dispatch run.



# GUNNER'S GAUNTLET

<b>WHEN AVAILABLE:</b>	Chapters 2, 3, and 5
<b>LOCATION:</b>	Besaid Island (talk to Beclern by the Save Sphere outside the city)
<b>OBJECTIVE:</b>	See if you can outshoot Beclern by running a gauntlet from Besaid Village to the beach, taking down dangerous fiends. Different types of ammo in limited quantities make the game even harder. But, if you beat Beclern's high score within the time limit, you can win valuable items! Strive for higher levels to get better prizes!

## Playing the Gunner's Gauntlet



In this mini-game, you must defeat enemies and gain enough points to beat Beclern's high score. However, it's not as easy as it sounds due to a limited amount of ammo and a multitude of fiends that appear out of thin air. You need a steady hand and a calculating mind to get the best score—shooting at will just won't cut it!

To maximize your score, defeat your foes one after the other without taking any damage whatsoever! This way, your attacks turn into chains, multiplying the number of points you receive. To be successful, get to know the route by heart, including the starting locations of the fiends! You must also become proficient at switching between ammo and targets with ease.

## How Chains Work

Chains are at the heart of this mini-game. Learn how to use them to maximize your points. When you defeat a fiend, the Chain Gauge at the bottom of the screen begins to fill. As your level goes up, your points start to multiply. The gauge has three levels: Level One provides 1x the points scored; Level Two provides 2x; and Level Three provides 3x. If you take any damage, the gauge is immediately reset and you're forced to start rebuilding the meter. Avoiding hits is crucial for building high scores!

## Reloading

In addition to all of the other challenges, you must also integrate gun reloading into your plans. You can fire up to six shots into an enemy at a time before the gun must be reloaded. Naturally, you cannot fire at any approaching enemies at this time, so you're quite vulnerable to attack. During reload time, press  to search for other enemies, or press  to switch between targets.

## The Prizes

There are 10 levels in the Gunner's Gauntlet mini-game. To advance to the next level, you must defeat the level's high score, which provides a reward. Of course, the higher the level, the better the prize—and the more difficult the course!

### SCORE TO LEVEL UP AND PRIZES

LEVEL	SCORE	PRIZE
Lv 1	501	-
Lv 2	750	Enigma Plate Garment Grid
Lv 3	900	Power Wrist
Lv 4	1000	Silver Bracer
Lv 5	1150	Titanium Bangle
Lv 6	1300	Mortal Coil Garment Grid
Lv 7	1400	Beaded Brooch
Lv 8	2000	Diamond Gloves
Lv 9	2800	Faerie Earrings
Lv MAX	-	Adamantite

## Ammo and Fiends Lowdown

Before tackling the Gunner's Gauntlet, take a moment to review the types of ammo and fiends you'll be facing.

## TYPES OF AMMO

There are four types of ammo. You start each run with a set amount of regular ammo, but you pick up refills from the treasure chests that defeated fiends drop. Each fiend drops a different type of ammo, so learn which ones drop which ammo to maximize your inventory. Also look for fiends that drop helpful items like Upgrades and Quick Shot.

**Ammo:** This is the basic, garden-variety ammunition. Each shot causes 1HP of damage to the targeted fiend.

**Dual Shot:** This ammo allows you to shoot at two targets at once. Each successful shot causes 1HP of damage.

**Death:** This special ammunition causes instant death. Use it on particularly difficult fiends.

**Volley:** This rare ammunition eliminates most targeted fiends on the field.

## OTHER ITEMS

**Upgrade Item:** There are three types of Upgrades specific to each type of ammo. This item takes two shots of ammo and turns it into one piece of ammo of the next rank. For example, using the Upgrade Item, you can turn Ammo x2 into Dual Shot x1. This only works with Ammo, Dual Shot, and Death type ammunition.

**HP Recovery Item:** Increases Yuna's HP by 15-19 points.

**Quick Shot Item:** Allows you to shoot at a much faster rate until your Quick Shot Gauge runs out.

Now on to the fiends! Thirteen kinds of fiends inhabit the road between Besaid Village and the beach. You won't see all of them at once; some appear only in the later levels.

## FIENDS IN THE GUNNER'S GAUNTLET

FIEND	HP	POINTS	LV APPEARANCE	ITEM DROPPED
Coyote	5	3	Lv 1+	Ammo x10-14
Wild Wolf	7	5	Lv 1+	Death x1-2
Shantak	10	10	Lv 1+	Dual Shot x10-14
YSL-99	17	15	Lv 1+	Death x1-2
Creeper	1	1	Lv 3+	—
Tomb (S)	10	5	Lv 3-5	Volley x1
Nashorn	8	12	Lv 4+	HP Recovery x15-19
Bicocette	11	8	Lv 6+	Volley x1
Tomb (M)	16	8	Lv 6-7	Volley x2
Hrimthurs	6	25	Lv 7+	Quick Shot Item
Divebeak	12	4	Lv 7+	—
Tomb (L)	20	15	Lv 8-9	Volley x3
Tomb (XL)	30	20	Lv MAX	Volley x4

## Gunner's Gauntlet—Cloister of Trials

<b>WHEN AVAILABLE:</b>	Chapters 3 and 5
<b>LOCATION:</b>	Besaid Temple (talk to the priest standing before the Cloister of Trials to start this mini-game)
<b>OBJECTIVE:</b>	This is a more challenging version of the regular Gunner's Gauntlet. Confined inside the Cloister of Trials, you must defeat fiends as they appear. Because this mini-game is "on rails," you only have a limited time to defeat each fiend before you move on.

## Playing the Gunner's Gauntlet, Cloister of Trials

This mini-game opens after you defeat the aeon in Besaid Temple in the "Protect Besaid Temple" mission. Afterwards, you can talk to the priest in front of the cloister's door to start the mini-game. This game is fairly tough, so attempt it only after you've gained expertise in the original Gunner's Gauntlet game!

The biggest difference between this and the other Gunner's Gauntlet is forced forward progression—you can't just proceed at your own pace like you could on the path to the beach. Add in the first-person perspective, which requires the manipulation of the camera to find upcoming fiends, along with the cloister's overall gloomy and scary feeling, and you have a much more challenging game to master.

## Quick Reaction Times Are Key

This time around, the screen constantly scrolls, taking you through the dungeon with it. Since you cannot stop or backtrack when encountering fiends, you must eliminate fiends efficiently. Scan with the camera so you can spot fiends before they get too close. Inside the cloister, you face fiends that hover above your head or scurry beneath your feet, so remember to look up and down instead of just in front of you. Enemies also try to sneak up from behind, so beware and don't get caught off guard! The new time limit is 12 minutes, so you must maintain a longer attention span than before!

## Prepare for Tougher Fiends!

To make this task more interesting, you face different fiends in the cloister compared to the regular Gunner's Gauntlet. These fiends are faster and oftentimes more powerful.

### FIENDS INSIDE THE CLOISTER OF TRIALS

FIEND	HP	POINTS	ITEM DROPPED
Coyote	5	3	Ammo x17-21
Haunt	13	10	Dual Shot x10-14
Death Dauber	3-5	4	—
Creeper	1	2	Ammo x1-4
Ahriman	7	15	Quick Shot Item
Tomb	80	20	Death x1-2
Flan Azul	4	2	HP Recovery x2-3
Tonberry	15	20	Ammo x30-39
Mega Tonberry	20	30	—

# LIGHTNING ROD TOWERS

<b>WHEN AVAILABLE:</b>	Chapters 2, 3
<b>LOCATION:</b>	Thunder Plains
<b>OBJECTIVE:</b>	Help the Al Bhed calibrate the Lightning Rod Towers on the northern and southern plains. This project starts simply enough, but ends up being a real test of hand-eye coordination and memorization skills. If you calibrate 5 of the 10 towers correctly, entering all 30 commands, you win the <b>Samurai's Honor Garment Grid</b> .

## Calibrating the Lightning Rod Towers

When you visit the Thunder Plains in Chapters 2 and 3, you find Al Bhed technicians busily trying to calibrate the Lightning Rod Towers on the northern and southern plains. Talk to one of them twice, and he asks for your help with the calibration project.

To calibrate a tower (start with the first three at the southern end of the plains), you must enter a series of 30 randomly generated commands. If you miss three times, the calibration fails and you're forced to start over. You can check your progress by talking to the technician inside the Travel Agency between the two plains.

## Three Types of Calibrations

Care of the Lightning Rod Towers is divided between the three girls, and each one has her own style of calibration: Simple Calibration, Falling Calibration, and Memory Calibration. See if you can master these three types and calibrate all 10 of the Lightning Rod Towers.

## Rikku and Simple Calibration

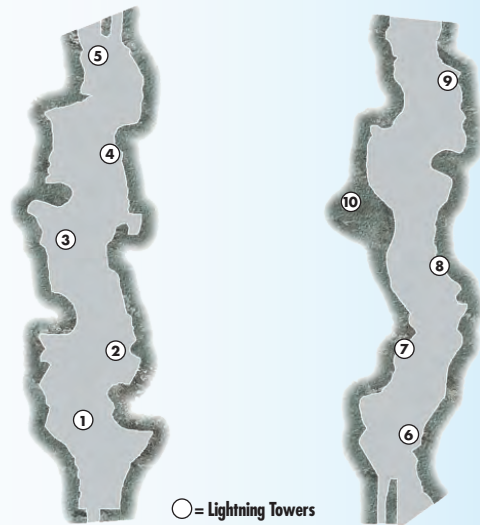
Rikku's towers use the Simple Calibration method. In this type of mini-game, button commands flash on the screen one at a time. You have a limited amount of time to enter the command before it's counted as a miss and another command takes its place. After the 13th command or so, the speed with which the commands appear increases, making the game more challenging. Rikku's final tower features two button commands that you must enter simultaneously.

TOWER #	ICON POSITION	MUST PRESS
1	Middle of screen	○, ⊗, ⊙, and ⊕
4	One of 13 locations on-screen	○, ⊗, ⊙, ⊕, and D-pad
*7	One of 13 locations on-screen	○, ⊗, ⊙, ⊕, ⊞, ⊠, and D-pad

*\*You must press a combination of two keys at the same time for tower 7.*

## Paine and Falling Calibration

Paine's towers utilize the Falling Calibration method. In this case, a string of three button icons falls from the top of the screen to the bottom. Halfway down, one of the icons flashes, meaning you must input the command before the line of icons hits the bottom of the screen and falls off. The speed at which the icons fall increases as the game continues.



TOWER #	ENTRIES	FALL SPEED	MUST PRESS
2	0-10	Normal	○, ⊗, ⊙, and ⊕
2	11-15	Normal	○, ⊗, ⊙, ⊕, and Up and Down on D-pad
2	16-25	Normal	○, ⊗, ⊙, ⊕, and D-pad
2	26-29	Double Speed	○, ⊗, ⊙, and ⊕
5	0-5	Normal	○, ⊗, ⊙, and ⊕
5	6-10	Normal	○, ⊗, ⊙, ⊕, and D-pad
5	11-15	Normal	○, ⊗, ⊙, ⊕, ⊞, ⊠, and D-pad
5	16-25	Double Speed	○, ⊗, ⊙, ⊕, ⊞, ⊠, and D-pad
5	26-29	Triple Speed	○, ⊗, ⊙, ⊕, ⊞, ⊠, and D-pad
8	0-5	Normal	○, ⊗, ⊙, ⊕, and D-pad
8	6-15	Normal	○, ⊗, ⊙, ⊕, ⊞, ⊠, and D-pad
8	16-25	Double Speed	○, ⊗, ⊙, ⊕, ⊞, ⊠, and D-pad
8	26-29	Triple Speed	○, ⊗, ⊙, ⊕, ⊞, ⊠, and D-pad



## Yuna and Memory Calibration

Yuna's four towers feature the most complex form of calibration: Memory Calibration. This is divided into two procedures per round. First, during the Memory Phase, the string of button commands is presented to memorize. Then, during the Input Phase, you receive a limited amount of time to enter the string. The number of buttons you need to press increases as the tower's difficulty level increases. During the tenth and final lightning rod calibration, there's a devilish reversal: you must input the memory sequence in reverse! This most challenging task tests both your dexterity and your memorization.

TOWER #	ENTRIES	# OF COMMANDS	MUST PRESS
3	0-10	2	○, ○, and ○
3	11-25	3	○, ○, and ○
3	26-29	4	○, ○, ○, and ○
6	0-10	2	○, ○, and D-pad
6	11-25	3	○, ○, ○, and D-pad
6	26-29	4	○, ○, ○, and D-pad
9	0-10	2	○, ○, ○, ○, ○, and D-pad
9	11-20	3	○, ○, ○, ○, ○, and D-pad
9	21-25	4	○, ○, ○, ○, ○, and D-pad
9	26-29	5	○, ○, ○, ○, ○, and D-pad
10	0-10	2	○, ○, ○, ○, ○, ○, and D-pad
10	11-15	3	○, ○, ○, ○, ○, ○, and D-pad
10	16-20	4	○, ○, ○, ○, ○, ○, and D-pad
10	21-25	5	○, ○, ○, ○, ○, ○, and D-pad
10	26-29	6	○, ○, ○, ○, ○, ○, and D-pad

## CACTUAR HUNTING

### EVERYTHING'S COMING UP CACTUARS

<b>WHEN AVAILABLE:</b>	Chapters 3 and 5
<b>LOCATION:</b>	Bikanel Desert, Cactuar Nation
<b>OBJECTIVE:</b>	Search Spira for 10 missing Cactuars. Convince them to return home to protect the Cactuar Nation from a great evil that arises in Chapter 5. Win the mini-game against the final Cactuar, Frailea, to receive the <b>Covenant of Growth Garment Grid</b> .

### The Flow of the Game

Cactuar Hunting is part of a larger mission that closes out the events in the Bikanel Desert. When visiting the Bikanel Desert in Chapter 3, you learn that the AI Bhed have forged a relationship with the Cactuar Nation in the midst of the desert. As a gesture of goodwill, they ask you to help their leader, Marnela, with a problem. Nhadala assigns you an AI Bhed youth, Benzo, as a translator, and off you go to the Cactuar Nation.

Marnela needs you to search for 10 young Cactuars that have ventured into Spira to learn more about the world. To find where each one is located, talk to their mothers. Look for a green square on the on-screen map to locate a Cactus Mother. You must go after one Cactuar at a time, so only Marnela, the guardian of the Lair of the Rogue Cactuars, and the current Cactuar's mother are marked as active on the on-screen map.

This mini-game spans two chapters. Look for the first six Cactuar in Chapters 3 and 5. The remaining four Cactuars are accessible only in Chapter 5.

After receiving the clues to a Cactuar's whereabouts, it's time to begin your search. The missing Cactuars are scattered everywhere, from cities to mountains to plains. Try to narrow your search to places that most resemble those in the hint, then look for a small Cactuar that is just hanging out.

When you catch a missing Cactuar, a shooting mini-game begins. Most of the Cactuars you're looking for have friends who are willing to help them defy your orders. You must shoot the Cactuar from a rapidly changing display of the Cactuar and its friends until its HP reaches 0.

Regardless of how you fare in this mini-game, you can still persuade the Cactuar to return home and fulfill its destiny. Simply return to the Cactuar Nation in the Bikanel Desert and bring the youth to his or her mother. The next Cactuar's mother then awakens and you can continue your quest.

However, this does not mean you shouldn't try to defeat each Cactuar. Not only is it fun to beat your high score, it also provides good practice for facing the final Cactuar, Frailea.

#### EXTRA ITEMS

Normally, it's a bad idea to shoot a given Cactuar's friends. But during the fight with Lobeira, you can win extra items by shooting the treasure chests that appear. The same is true for the fight with Bartschella. Shoot the pots to earn some extra items!

#/NAME	LOCATION
1/Lobivia	In the Oasis section of the Bikanel Desert.
2/Toumeyya	Sunbathing on the beach on Besaid Island.
3/Lobeira	Inside the Treasure Room in the secret area of Chateau Leblanc in Guadosalam.
4&5/Areq & Arroja	Hanging out at the foot of Mt. Gagazet in the Calm Lands.
6/Islaya	In the northern part of the Thunder Plains.
7/Chiapa	Highest point overlooking Kilika Port and Kilika Woods. Look for a place to climb onto a ledge along the eastern path through the woods.
8/Erio	On the snowy Mountain Trail of Mt. Gagazet.
9/Bartschella	Dona's house on Kilika Island.
10/Frailea	Inside the Cactuar Hollow.

# THE GREAT MI'IHEN MYSTERY

## RIN'S MYSTERY

<b>WHEN AVAILABLE:</b>	Chapters 4, 5
<b>LOCATION:</b>	Celsius Bridge (use the CommSpheres) and Mi'ihen Highroad
<b>OBJECTIVE:</b>	Help Rin discover the culprit behind the hover crash and the machina riot that occurred on the Mi'ihen Highroad in Chapter 3. You can win the right to ride chocobos on the Highroad or acquire some rare prizes, depending on which suspect is caught!

## The Setup

Rin has his hands full searching for the person who caused the hover crash and reprogrammed the machina on the Mi'ihen Highroad to riot. He needs someone to look for clues using the extra CommSpheres he's installed throughout the area. If you see something suspicious, or just abnormal, give him a call and he'll run over to investigate.

The bulk of this mini-game occurs during Chapter 4. Use the CommSphere network on the Mi'ihen Highroad to look for unusual occurrences. When you see something that looks unusual, call Rin to investigate more closely. As you locate more clues, Rin notifies you that the investigation is moving to a new level and, eventually, he takes over the entire project himself. In Chapter 5, travel to the Mi'ihen Highroad to find out the results of your detective work.

## The Mi'ihen Highroad CommSphere Network

It seems that during Chapter 3, Rin added some extra CommSpheres along the Mi'ihen Highroad. While working on this mystery in Chapter 4, tap into Rin's network and use it to determine who committed the crimes in Chapter 3. There are eight CommSphere locations on the Mi'ihen Highroad. To have Shinra's CommSphere on the list, you must see the event in which Shinra drops the CommSphere after you complete the "Machina Mayhem" mission.

### THE MI'IHEN HIGHROAD COMMSPHERE LOCATIONS

Travel Agency, Front	Hover Crash Site
Travel Agency, Back	Oldroad Interior
Ruins	Shinra's CommSphere
Newroad	Highroad North Entrance

## The Suspects

There are ultimately five suspects in this mystery: Rikku, Calli, the Prophet, a small Chocobo Eater, and Rin himself! The culprit is determined by the clues and events discovered during the investigation in Chapter 4 and the events witnessed on the Mi'ihen Highroad during Chapters 1, 2, and 3. If you don't see them all during your first run through of the game, then keep them in mind when playing New Game Plus.

The best part of solving Rin's Mystery is finessing who turns out to be the final culprit. Start the process early in the game by making sure that you witness or participate in the following events:

- Chapter 1:** Talk to the female AI Bhed technician at the southern end of the Mi'ihen Highroad.
- Chapter 2:** Participate in the "Cuckoo for Chocobos" mission. The outcome determines whether or not Calli or Rikku are possible suspects.
- Chapter 2:** After completing the "Cuckoo for Chocobos" mission, return to Mi'ihen Highroad and enter the Travel Agency. Look for Rin as he walks past and out the door.
- Chapter 3:** Participate in the "Machina Mayhem" mission. To add Rin to the list of suspects, make sure that you decommission more machina than the AI Bhed (at least seven altogether).
- Chapter 3:** After completing the "Machina Mayhem" mission, return to Mi'ihen Highroad and look for Shinra along the road. Watch as he installs a CommSphere in an unusual location.

Witnessing these events puts you in the position to make at least four of the five possible suspects the actual culprit. Read on to find out exactly how to stack the deck against one of the five suspects.

## Following the Storylines

The mystery is divided into three levels. The clue events witnessed from the CommSpheres determine the identity of the guilty party. Therefore, it follows that if you know which clue events you need to see, then you can make any of the suspects the criminal. Before the list of clue events is revealed, let's discuss some guidelines to catching certain suspects.

## The Small Chocobo Eater or the Prophet

Setting these two characters up doesn't take much extra effort. After all, they are the most obvious suspects! Each one wants to see the chocobos return to the Mi'ihen Highroad—just for drastically different reasons!

To get the small Chocobo Eater as the criminal, make sure you see clue events 1-A, 1-D, 2-B, and 2-G. To find the Prophet guilty, make sure to witness clue events 1-C, 1-I, 2-C, 2-E, 2-F, 2-I, 2-J, 2-L, 2-M, 2-3, 3-H, and 3-I.

## Rikku or Calli

Unfortunately, you can add only one or the other to the list. The decision point for this occurs at the end of the "Cuckoo for Chocobos" mission in Chapter 2. If you decide to invite Calli and her chocobo to ride on the Celsius, Rikku is added to the list of suspects. If you don't let Calli and her chocobo join the Celsius crew, then Calli takes Rikku's place on the list of suspects.

To stack the deck against Calli, do the following:

- In the "Cuckoo for Chocobos" mission in Chapter 4, make sure you see the ending in which Calli does not get a chocobo.
- End Chapter 2 without inviting Calli onboard the Celsius.
- Witness clue events 1-E, 1-F, 2-A, 2-D, 3-C, and 3-E during the mystery game in Chapter 4.

To point the finger at Rikku, do the following:

- During the "Cuckoo for Chocobos" mission in Chapter 2, witness the scene in which Rikku jumps from the top of the Ruins and falls on her backside.
- At the end of the "Cuckoo for Chocobos" mission in Chapter 2, invite Calli and her chocobo onboard the Celsius when offered the chance.
- Witness clue event 2-K and 1-B during your investigation in Chapter 4!

## Rin

Rin is the toughest suspect to corral. While it's easy enough to get him on the list of suspects, it is difficult to skew the investigation to point the finger of blame at him. To collar Rin as the culprit, do these things:

- In Chapter 1, talk to the female AI Bhed technician at the southern end of the Mi'ihen Highroad.
- Once you complete the "Cuckoo for Chocobos" mission in Chapter 2, return to the area and pay a visit to the Travel Agency. You should see Rin walk by and exit the building. Wonder what he's up to?
- In Chapter 3, defeat at least seven of the malfunctioning machina in the "Machina Mayhem" mission. Do so and you'll see Rin in the crowd of people in the scene at the mission's end.
- Call for Rin during clue event 1-G during the investigation.
- Witness clue event 3-G during the investigation, then switch to the Newroad CommSphere to see clue event 3-D immediately afterward. Call Rin at that time to report what happened in 3-G.

After completing the previous steps, go to a place where no clue events occur and call Rin there five times. After doing so, you shouldn't be able to get Rin to come running when you call for him. End the game until Chapter 5.



## The Clue Event List

The following tables list all of the clue events in the Rin's Mystery mini-game. Remember that the investigation portion of the game is divided into three parts. When you hear the bell and Rin states that you are reaching the heart of the matter, move ahead to the next part of the list.

### CAUTION!

You must call Rin over to take a look for an event to count toward the investigation.

Additionally, in each story line there are a specific number of events that you must witness before you can move on to the next part of the story. Use the following information to figure out how many you must see for the storyline you've chosen.

### EVENTS NEEDED PER STORYLINE

PORTION OF INVESTIGATION	RIKKU	CALLI	CHOCOBO EATER	PROPHET
Part 1	2	3	3	3
Part 2	2	3	3	4
Part 3	2	3	2	3

### CASE EVENTS FOR PART ONE OF THE INVESTIGATION AND POINTS AWARDED

EVENT	LOCATION	DESCRIPTION	REQ	RIKKU	CALLI	CHOCOBO EATER	PROPHET
1-A	Travel Agency, Back	A small Chocobo Eater appears to be playing with the Drone Machina console.	None	-	-	+4	-
1-B	Ruins	The Ruins machina seems to be malfunctioning.	Must fulfill Rikku's pre-reqs.	+6	-	-	-
1-C	Newroad	The Prophet seems to be meeting with a young woman. I wonder why?	Only if you called Rin during event 1-I.	-	-	-	+4
1-D	Newroad	A small crowd is gathered at the spot where the hover went off the road.	None	+6	+4	+4	+4
1-E	Hover Crash Site	A Chocobo Feather floats in the air.	If going for Calli, view event 1-F first.	-	+4	-	-
1-F	Oldroad Interior	Calli appears to be looking for something.	Must fulfill Calli's pre-reqs.	-	+4	-	-
1-G	Shinra's CommSphere	Capture Rin talking to a strange AI Bhed woman. Hmmm.	None	-	-	-	-
1-H	Highroad N. Entrance	The Prophet and a Chocobo Eater? What a strange pair!	Must see events 1-A or 1-C.	-	-	+4	-
1-I	Highroad N. Entrance	Who is the Prophet speaking to?	None	-	-	-	+4

### CASE EVENTS FOR PART TWO OF THE INVESTIGATION AND POINTS AWARDED

EVENT	LOCATION	DESCRIPTION	REQ	RIKKU	CALLI	CHOCOBO EATER	PROPHET
2-A	Travel Agency, Front	Look for Rin and Calli in front of the hovers.	All of Calli's pre-reqs and see event 1-E.	-	+4	-	-
2-B	Travel Agency, Front	Why is that Chocobo Eater chasing a gull?	None	-	-	+4	-
2-C	Travel Agency, Back	A strange woman is checking out the computer console back there.	None	-	-	-	+3
2-D	Travel Agency, Back	Who is Calli waiting for?	All of Calli's pre-reqs. Don't call Rin at start of 2-C.	-	+4	-	-
2-E	Travel Agency, Back	An AI Bhed technician is playing with the computer console.	None	-	-	+3	-
2-F	Ruins	The Prophet is having another meeting.	See event 2-E first.	-	-	-	+3
2-G	Newroad	How strange is that? A Chocobo Eater chasing a Hover.	None	-	-	+4	-
2-H	Hover Crash Site	Call Rin when you see a group of machina surround the crashed hover.	None	+6	+4	+4	+3
2-I	Hover Crash Site	What is the Prophet hiding by the crash site?	See event 2-J first.	-	-	-	+3
2-J	Oldroad, Interior	The Prophet starts talking to the two guys.	See event 2-F first.	-	-	-	+3
2-K	Shinra's CommSphere	None	In "Machina Mayhem" mission, attack machina on opposite ledge.	+6	-	-	-
2-L	Highroad N. Entrance	The Prophet speaks with a young lady.	See event 2-F first.	-	-	-	+3
2-M	Highroad N. Entrance	The Prophet hides something in the ruins.	See event 2-L first.	-	-	-	+3
2-N	Highroad N. Entrance	Rin finds the item the Prophet hid.	See event 2-M first.	-	-	-	+3

### CASE EVENTS FOR PART THREE OF THE INVESTIGATION AND POINTS AWARDED

EVENT	LOCATION	DESCRIPTION	REQ	RIKKU	CALLI	CHOCOBO EATER	PROPHET
3-A	Travel Agency, Front	Rin is talking to the hover driver.	See event 2-H first.	+6	+4	+6	+4
3-B	Travel Agency, Back	When you call Rin, a man falls from the roof.	None	+6	-	-	-
3-C	Ruins	A young woman is waiting by the ruins.	Erased when you see event 3-I first.	-	+4	-	-
3-D	Newroad	Near Hover Crash Site, you see Rin doing something strange.	See event 3-G first. This event is erased if you see another event first.	-	-	-	-
3-E	Newroad	Calli tries to hide traces of something.	Complete Calli's pre-reqs.	-	+4	-	-
3-F	Hover Crash Site	Rin finds something in the Hover wreckage.	None	-	-	+6	-
3-G	Hover Crash Site	As you search the area, the CommSphere malfunctions.	None	-	-	-	-
3-H	Oldroad Interior	Rin talks to the two men.	None	-	-	-	+4
3-I	Highroad N. Entrance	The Prophet and his assistant meet up.	None	-	-	-	+4

## And the Culprit Is?

Without giving too much away, here's a list of pros and cons for going after each of the five suspects.

### CHOCOBO EATER

If you don't follow the advice here to make someone else the criminal, the Chocobo Eater will likely be the one caught!

**Pros:** Now that the road is safe from chocovorous fiends, you get to ride chocobos on the Mi'ihen Highroad after it's put away.

**Cons:** You don't receive any special items and your feeling of accomplishment is likely to be low.

### THE PROPHET

Hmmm... The Prophet likes chocobos so much that he'll do anything to free up the roads for them.

**Pros:** This is the funniest End of Episode scene! Done in the style of a Scooby Doo Mystery (complete with Y-R-P as the meddling kids!), this one will have you on the floor laughing.

**Cons:** You don't receive a special item and you don't get to ride chocobos on the Highroad afterward, so you cannot get 100% story completion in one playthrough.

### RIKKU

Poor Rikku! She can't help being klutzy!

**Pros:** You get to ride chocobos and you get the **Ragnarok** accessory. Also, the End of Episode scene is amusing.

**Cons:** Does Rikku really have to be berated for her careless and clumsy ways again!

### CALLI

Her love for chocobos is so strong... And so was her disappointment at not getting a chocobo in Chapter 2.

**Pros:** You still get to ride chocobos on the Highroad, and you can say that you've nabbed one of the hardest-to-catch perpetrators, but...

**Cons:** You negate your chances to get the Chocobo Ranch mini-game, and you fail to acquire the Selene Guard Garment Grid that you would have won in the "Cuckoo for Chocobos" mission.

### RIN

If you nab Rin, you're really good!

**Pros:** You get to ride chocobos for free on the Highroad and you win **Gippal's Sphere**.

**Cons:** Completing the prerequisites is really tricky.

## BLITZBALL



<b>WHEN AVAILABLE:</b>	Chapter 5
<b>LOCATION:</b>	Luca Stadium
<b>OBJECTIVE:</b>	The blitzball season starts in Luca during Chapter 5. Can you guide the Gullwings to victory while the Besaid Aurochs are on maternity leave?

## A New and Improved Blitzball!

Blitzball is a game in which two teams compete in a sphere pool in a game that resembles soccer or water polo—except that it's played underwater. During the five minute match, each team attempts to take the ball from the other and score more points to win the game. Yuna and the Gullwings must pull together a competitive team and participate in the Spira League Tournament in place of the Besaid Aurochs. The basic rules and changes from the original blitzball game in *FINAL FANTASY X* are discussed in this section. Keep in mind that there have been quite a few changes since blitzball was originally introduced. The game now plays more as a coaching simulation instead of an actual game.

### Basic Rule #1:

#### The Number of Players Per Team

Each team has seven fielders and one goal keeper for a total of eight players. The Gullwings can also keep a maximum of four backup players to form a team of 12 players. You cannot increase the size of your team.

#### HOW IT'S CHANGED...

The number of players on a team has increased from six to eight so the division between the forwards and defenders is clearer. In addition, to accommodate the larger teams, the playing field has increased in size. Also, if you have backup players prepared, you can substitute them during the game.

### Basic Rule #2:

#### In-Game Action

The players can make a pass or a shot from any position. Also, opponents cannot steal the ball right back, even if you steal the ball by force.

#### HOW IT'S CHANGED...

The ability to cause status abnormalities with one's pass or shot is gone, but a new "injury" element has been added to the game. If a player gets injured during a match or training, the player cannot move for the rest of the match. Special shots have now been limited to an Overhead Volley and the Corkscrew Shot.

### Basic Rule #3:

#### Victory and Defeat Conditions

The match lasts for five minutes and whoever scores the most goals in that time wins. In the case of a tie score, the match ends in a tie for a normal game but goes into sudden death during tournament matches.

#### HOW IT'S CHANGED...

The break between the first half and the second half of the game has disappeared. Also, if either team scores seven points, the game is called and the team with seven points is declared the winner.



## The Flow of the Game

When you start playing blitzball, you have four options: Train, Play Blitzball, Scout, or Tutorial. If you are new to the game, familiarize yourself with the rules using the Tutorial option. After doing so, bring your team in for training before playing your first match.

### STARTING THE GAME

There are two ways to get to the main blitzball menu. When first visiting Luca in Chapter 5, you can agree to play when asked to participate in the tournament to start the mini-game. If you choose not to start right away, you must speak with the woman behind the ticket counter in the stadium. Here you can select between blitzball or sphere break.

### TRAINING

Almost every member of the Gullwings team is a beginner at blitzball. They all have very low stats. If you want them to have a chance at winning, you'll need a lot of training to get them to compatible levels with the rest of the teams. You can put individual players through 17 types of training regimens (at the cost of Command Points), or you can have the entire team go through group training in the different formations and types of play styles. At the start of the game, you should play in Exhibition Matches to earn the Command Points needed to raise your team members' stats.

### SCOUTING

There are a total of 99 players in blitzball, and 35 of them are free agents who aren't attached to any one team. These free agents form a pool of talent that only the Gullwings can tap. Use the Scouting function to find and sign promising new players for your team. After all, while it's important to train the original members of the Gullwings, it's also good to scout players who are already strong and add them to your team.

### PLAYING IN A MATCH

After selecting Play Blitzball on the main menu, you must choose the type of match (Spira League, Tournament, or Exhibition). The game proceeds with you in the position of coach. You can change your team's Formation and Game Play strategies and substitute players as needed. If you don't have enough players to form a team of eight, you cannot play a match.

### WINNING PRIZES AND COMMAND POINTS

When the match is over, you receive prizes or Command Points based on the type of match you chose and whether you won. As you gain more points, your team level increases and you can win all sorts of items. At the end of a match, you have the option of continuing or returning to Luca.

## Training

In *FINAL FANTASY X*, blitzball players gained experience based on their actions during a match. In *FINAL FANTASY X-2*, experience points or levels aren't used and the players must raise their parameters through training. Since you can't directly affect a player's actions once a match starts, you must rely on sharpening your player's skills through training.

The training method works as follows: When blitzball begins, your current Command Points are displayed in the screen's upper-right corner. Divide these points among the players in Training mode. While giving out lots of Command Points at one time has the biggest effect, be careful because it can lead to fatigue (FTG) and injuries. In addition to receiving various penalties, injured players can receive only limited training.

In addition to gaining Command Points by playing matches, you can receive points (1 Command Point for every 10 seconds) just by leaving Blitzball mode and returning to the field. The default maximum points you can gain is 100 points, but that maximum number increases when the Gullwings level up.

## Explaining a Player's Stats

To make the coaching simulation more realistic, the number of player stats has more than doubled. Here's a rundown of all of the stats.

Stats that can change during Training:

#### END

**Endurance:** The higher the stat, the more easily the player can endure an opponent's tackle.

#### ATK

**Attack:** This indicates the strength of the player's tackle ability. The higher the stat, the easier it is for the player to steal the ball when he or she sets up a tackle.

#### PAS

**Pass:** The higher the stat, the less likely it is that your passes will fail.

#### SHT

**Shoot:** The higher the stat, the more successful your shots.

#### BLK

**Block:** The higher the stat, the more likely your player will block an opponent's shots and steal the ball.

#### CAT

**Catch:** The higher the stat, the more likely your player is to catch shots. This stat is a must for the goal keeper.

#### RNG

**Range:** The higher the state, the more successful your players are at completing shots and passes over long distances.

#### REC

**Receive:** The higher the stat, the easier your players can catch passes from their own team members.



### TRAINING

The list of numbers in blue that appear to the left of this first set of stats are called the Optimal Points, which indicate the amount a player can endure during training. These numbers increase or decrease by one while you are performing Training exercises. When you allot more Command Points than the optimal number provided, the character's Fatigue stat (FTG) rises.

Stats that don't change during Training:

#### SPD

**Speed:** The higher the stat, the faster the player moves through the water.

#### RCH

**Reach (extent of the player's defensive range):** The higher the stat, the more easily the player discovers opponents carrying the ball, and the more easily he or she can encounter them.

Parameters outside of player stats:

#### OUT

This marks the number of contracted matches the player must sit out due to injury.

#### CNT

**Contract:** This lists the player's number of contracted matches. When the number reaches zero, the player's contract ends.

#### GIL

Number of Command Points needed to sign a free agent to a 10-game contract with the Gullwings.

Stats that change during matches:

#### MOR

**Morale:** The higher this stat, the more likely your players are to use special shots and combos.

#### FTG

**Fatigue:** The higher this stat, the more it compromises a player's level of play and increases the likelihood that he or she will suffer an injury in training or during a match.

## CHANGING STATS THROUGH TRAINING

When you train a member of your team individually, the change in that player's stats is not just a simple reflection of the number of allotted Command Points. The rules for stat changes are shown in this section. There are a total of six stats (END, ATK, PAS, SHT, BLK, and CAT). Although they may not appear to change as a result of training, there actually have been changes to some "invisible" parameters.

This is not displayed on-screen, but there is a maximum limit to each of the eight stats that are influenced by training. After that point, no matter how much you train, the parameter will not increase any further (unless the player receives some secret training!).

Each of the six stats (END, ATK, PAS, SHT, BLK, and CAT) is assigned a hidden value between 1-8 (the default value is 4). When you train a player, the allotted Command Points are added to these hidden values and, when the hidden value exceeds 8, 1 point is added to the actual parameter. The stats RNG and REC do not have any hidden values. Their values are raised by the same value as the allotted Command Points.

If a player participates in a training regimen that lowers a certain stat, then in the case of stats with hidden values, the Command Points are subtracted from the hidden value and the total stat is decreased as necessary. In the case of a stat without hidden values (RNG and REC), the stat is decreased based on the number of Command Points subtracted from the previous total.

When the hidden value drops below 1, the stat is lowered by 1 and the hidden value starts again at 7.

## TRAINING REGIMENS FOR SINGLE PLAYERS

MENU OPTION	RAISES	LOWERS	EFFECT
Downtime	-	FTG	Decreases the player's 1-2 points per Command Point allotted.
Iron Man	END	BLK	See previous section for explanation of how this works.
Sandbagging	ATK	CAT	See previous section for explanation of how this works.
Passing	PAS	END	See previous section for explanation of how this works.
Shooting	SHT	REC	See previous section for explanation of how this works.
Blocking	BLK	RNG	See previous section for explanation of how this works.
Goalkeeping	CAT	PAS	See previous section for explanation of how this works.
Receiving	REC	SHT	See previous section for explanation of how this works.
Throwing Arm	RNG	ATK	See previous section for explanation of how this works.
Pep Talk	MOR	-	May raise Morale (MOR) to max (99 points). Probability is based on (# of Command Points allotted x 10)%.
Counseling	Optimal Points	-	May max out the player's Optimal Points for END-REC. Probability is based on (# of Command Points allotted x 10)%.
Teamwork	-	-	Raises the combination points between two players on your team.

## Preparing for a Match

How a player moves during a match is affected by the combination of their position, formation, and play style. By understanding these characteristics, you can find the desired combination for your own strategy.

## PLAYER POSITIONS IN FORMATIONS

<b>FW</b>	Forward: Takes up residence closest to the opposition's goal. Largely responsible for aiming shots.
<b>MF</b>	Middle Fielder: Hangs out in mid-field and controls the match.
<b>DF</b>	Defender: Largely responsible for stealing the ball from attacking opponents.
<b>GL</b>	Goalkeeper: Repels opponent's shots from the goal.

## LIST OF FORMATIONS

<b>4-2-1</b>	A formation that places an emphasis on a strong defensive line in front of its own goal. With this, even a weak team can defend its own goal. This is the Gullwings' default formation.
<b>4-1-2</b>	Moving one of the midfielders up from the "4-2-1" formation creates two forwards. Although it strengthens the offense, it may make it easier for the opposing team to score a goal.
<b>3-3-1</b>	With three players in the midfield and three on defense, it is a strong defensive formation, but rather difficult to score a goal with. It's a good formation for doing a counter attack.
<b>3-2-2</b>	A formation with very few holes. It may look like it's balanced, but if the players don't have high parameters, then there is a danger of both attack and defense being mediocre.
<b>3-1-3</b>	While taking the risk of having only one MF, this formation has a strong defensive and offensive line. The stronger the DF ability of your players, the easier it is to perform a counterattack.
<b>2-4-1</b>	With four MF, it is easy to control the midfield with this formation. However, it is then necessary for the MF to play both offense and defense. This formation is best for teams that have strong midfielders.
<b>2-3-2</b>	With five players able to move to offense, this formation is best for offensive attacks. Although this is strong during attack periods, since there are only 2 DF, it is vulnerable to attacks and counterattacks.
<b>2-2-3</b>	By moving one of the midfielders up from the 2-3-2 formation, this formation improves offense. With a FW with a strong END parameter, you can mount a strong attack, but the defensive line remains somewhat weak.

## LIST OF PLAY STYLES

<b>CENTER ATTACK</b>	Recommended Formations: 4-2-1 and 3-2-2	This style enables you to break through the opposing defense using a combination of short passes. This is the default play style for the Gullwings.
<b>RIGHT SIDE</b>	Recommended Formations: 2-4-1 and 3-3-1	This formation uses aggressive dribbling to drive up the right side of the field deep into the opponent's territory. With a FW stationed in front of the opponent's goal, you are just a pass and a shot away from a scoring opportunity.
<b>LEFT SIDE</b>	Recommended Formations: 2-4-1 and 3-3-1	Almost identical to the Right Side style, this uses aggressive dribbling to drive up the left side of the field deep into the opponent's territory.
<b>POST PLAY</b>	Recommended Formations: 3-1-3 and 2-2-3	Pass the ball to the center FW and create scoring opportunities for the offensive line. With formations skewed toward offensive players, this style enables your teammates to pass the ball back and forth until there is a scoring opportunity.
<b>SHORT PASS</b>	Recommended Formations: 4-1-2 and 3-2-2	In this style, team members pass the ball quickly around the field to take advantage of holes in the opponent's defense.
<b>LONG FEED</b>	Recommended Formations: 4-2-1 and 3-3-1	This style relies on long passes between DF players and the FW to create scoring opportunities. Make sure that your key players have a good range before attempting this style.

## Scouting Hidden Talents

There are 35 players who are listed as Free Agents. You can use Command Points to scout and hire any of these new players. The free agents that you can scout are determined by the Gullwings' scout level. You can scout other players if you increase the team's level by winning games. Use the following information to understand the correlation between team level and scout level.

There are seven free agents for each scout level, but a maximum of only four players are shown on-screen each time you search for player information. If the desired player is not on-screen, search again until the player appears. Keep in mind that each search costs 10 Command Points.

## COMMAND POINTS NEEDED FOR SCOUTING

HOW TO USE COMMAND POINTS	SCOUT LV 1	SCOUT LV 2	SCOUT LV 3	SCOUT LV 4	SCOUT LV MAX
Acquiring Player Data	10	10	10	10	10
Sign Contract with Player	10	15	20	30	40

## SCOUT LV AND TEAM LV RELATIONSHIP

SCOUT LV	TEAM LV
1	1 (0 wins)
2	5 (8 wins)
3	10 (18 wins)
4	20 (38 wins)
MAX	30 (58 wins)



## Recommended Free Agents

The following are the best free agents for the Gullwings at each scout level:

<b>SCOUT LEVEL 1: SHUU AND ROPP</b>	Shuu has high END and SHT stats that make her a perfect choice as a FW. She can also pull off the Overhead Volley move, which can be very effective as your team learns the ropes. Ropp, on the other hand, is a born DF player with his high ATK and BLK stats. Put him on your defensive line and let him do his stuff.
<b>SCOUT LEVEL 2: MEP</b>	Mep is the same type of player as Miyu. He has high END and SHT stats and can be used much the same way as you would use Miyu.
<b>SCOUT LEVEL 3: SHAAMI</b>	Shaami has decent stats that should be in line with the rest of your team. What she has that others might not is the Corkscrew Shot.
<b>SCOUT LEVEL 4: KWINN</b>	Only Kwinn's CAT stat grows steadily as he advances, making him a great GL for your team. With a max CAT of 94, he's a good investment until you can scout Yuyui.
<b>SCOUT LEVEL MAX: LUCIL AND YUYUI</b>	Yuyui's stats max out at the highest levels possible (99 for END-CAT and 255 for both RNG and REC). This makes her great at any position! Lucil, on the other hand, is a bit of a step down. Her stats max out at 77 for END-CAT and 177 for RNG and REC. Not as great as Yuyui, but not a bad addition to your team as a whole.

## Controlling the Team as Manager

The flow of a blitzball game is described in this section. After you decide on the match type and the desired camera angle, the game proceeds. However, during the match, you can interrupt play by pressing . A menu appears after a team makes a successful goal and you can change formations, play style, and even switch out players. During the game, you can zoom in on the action by pressing and press the and buttons to boost or lower the team's Adrenaline Gauge.

## Types of Matches

There are three types of blitzball matches: Spira League, Tournament, and Exhibition. At the start of the game, you should stick with Exhibition matches to build your Command Points and train your characters until their stats are compatible with the other teams.

### RULES FOR THE SPIRA LEAGUE

- Six teams compete in the tournament. Each team plays the others twice for a total of 10 matches.
- Each match lasts five minutes. The winner is determined by who scores the most points within the time limit. In case of a tie score, a tie game is called.
- The winner of the tournament is the team with the highest number of points. A win nets you 3 points, a tie 1 point, and a loss 0.
- At the end of all of the matches, the points are tallied and a winner is declared. The teams placing first, second, and third win prizes.

### RULES FOR A TOURNAMENT

Six teams battle until one wins. Your opponent is chosen randomly.

Each match lasts five minutes. The winner is determined by who scores the most points within the time limit. In case of a tie score, the game goes into Sudden Death overtime. Periods of 30 seconds each are called until one team scores.

### EXHIBITION

Choose your opponent from among five teams.

Play a single practice match.

### SPIRA LEAGUE AND TOURNAMENT PRIZES

FIRST PLACE	SECOND PLACE	THIRD PLACE	EXHIBITION
Crystal Bangle	Mythril Bangle	X-Potion (x2)	X-Potion (x2)
Rune Bracer	Gold Bracer	Mega-Potion (x2)	Mega-Potion (x2)
Moon Bracer	Power Gloves	Ether (x2)	Ether (x2)
Shining Bracer	Diamond Gloves	Turbo Ether	Mega Phoenix (x2)
Star Bracer	Pixie Dust	Mega Phoenix (x2)	-
Recovery Bracer	Mystery Veil	Mythril Bangle	-
Sprint Shoes	Crimson Ring	Hyper Wrist	-
Charm Bangle	Snow Ring	Diamond Gloves	-
Gold Hairpin	Ochre Ring	Talisman	-
AP Egg	Cerulean Ring	Mystery Veil	-

## Blitzball Player Stats

### READING THE PLAYER STATS ENTRIES

<b>SCOUT LEVEL</b>	Indicates the stage at which the player can be scouted. This does not pertain to players on established teams.
<b>CONTRACT DURATION</b>	Indicates the maximum number of games for which a player can be contracted during one signing period (equal to the CNT stat).
<b>CP NEEDED TO SIGN</b>	Lists the number of Command Points (CP) needed to sign a player or renew their contract.
<b>SPECIAL SHOT</b>	Shows a player's type of Special Shot.
<b>STATS</b>	Indicates the player's Starting Stats, their Maximum Stats, and the Optimal Points assigned to the stats. Remember, these only apply to the first eight stats, which can be changed through Training.

## GULLWINGS

### PAINE

<b>SCOUT LEVEL:</b>	1
<b>CONTRACT DURATION:</b>	99
<b>CP NEEDED TO SIGN:</b>	3
<b>SPECIAL SHOT:</b>	N/A

STAT	START	MAX	OPT PTS
END	3	48	7
ATK	2	20	5
PAS	2	30	5
SHT	5	92	9
BLK	2	20	5
CAT	1	10	4
RNG	70	130	8
REC	50	135	9
SPD	30	-	-
RCH	50	-	-

### YUNA

<b>SCOUT LEVEL:</b>	1
<b>CONTRACT DURATION:</b>	99
<b>CP NEEDED TO SIGN:</b>	3
<b>SPECIAL SHOT:</b>	N/A

STAT	START	MAX	OPT PTS
END	3	41	7
ATK	3	28	4
PAS	4	84	9
SHT	2	42	8
BLK	3	73	5
CAT	1	65	4
RNG	39	119	8
REC	45	154	9
SPD	30	-	-
RCH	50	-	-

### BIGGS

<b>SCOUT LEVEL:</b>	1
<b>CONTRACT DURATION:</b>	10
<b>CP NEEDED TO SIGN:</b>	3
<b>SPECIAL SHOT:</b>	N/A

STAT	START	MAX	OPT PTS
END	3	33	5
ATK	2	10	5
PAS	3	71	8
SHT	3	42	5
BLK	4	21	5
CAT	1	10	4
RNG	39	88	8
REC	45	95	7
SPD	30	-	-
RCH	60	-	-

### RIKKU

<b>SCOUT LEVEL:</b>	1
<b>CONTRACT DURATION:</b>	99
<b>CP NEEDED TO SIGN:</b>	3
<b>SPECIAL SHOT:</b>	N/A

STAT	START	MAX	OPT PTS
END	2	43	6
ATK	2	22	5
PAS	4	78	9
SHT	2	45	6
BLK	4	82	9
CAT	1	34	7
RNG	38	89	8
REC	28	190	8
SPD	35	-	-
RCH	65	-	-

### WEDGE

<b>SCOUT LEVEL:</b>	1
<b>CONTRACT DURATION:</b>	15
<b>CP NEEDED TO SIGN:</b>	3
<b>SPECIAL SHOT:</b>	N/A

STAT	START	MAX	OPT PTS
END	2	33	4
ATK	4	57	6
PAS	3	60	8
SHT	1	20	4
BLK	3	40	8
CAT	1	10	4
RNG	27	95	8
REC	32	82	8
SPD	30	-	-
RCH	60	-	-

### BUDDY

<b>SCOUT LEVEL:</b>	1
<b>CONTRACT DURATION:</b>	20
<b>CP NEEDED TO SIGN:</b>	3
<b>SPECIAL SHOT:</b>	N/A

STAT	START	MAX	OPT PTS
END	3	38	5
ATK	4	61	5
PAS	4	63	7
SHT	1	32	4
BLK	2	40	8
CAT	1	10	5
RNG	46	120	8
REC	30	105	9
SPD	30	-	-
RCH	65	-	-

### BROTHER

<b>SCOUT LEVEL:</b>	1
<b>CONTRACT DURATION:</b>	40
<b>CP NEEDED TO SIGN:</b>	3
<b>SPECIAL SHOT:</b>	N/A

STAT	START	MAX	OPT PTS
END	4	42	7
ATK	2	12	5
PAS	2	43	8
SHT	1	51	9
BLK	4	21	6
CAT	1	10	5
RNG	36	115	8
REC	4	200	9
SPD	40	-	-
RCH	60	-	-

### SHINRA

<b>SCOUT LEVEL:</b>	1
<b>CONTRACT DURATION:</b>	30
<b>CP NEEDED TO SIGN:</b>	3
<b>SPECIAL SHOT:</b>	N/A

STAT	START	MAX	OPT PTS
END	1	44	5
ATK	3	20	5
PAS	3	11	5
SHT	2	5	5
BLK	1	42	5
CAT	3	79	3
RNG	37	72	5
REC	11	26	5
SPD	33	-	-
RCH	70	-	-

# LUCA GOERS

## BICKSON

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	20	55	7
ATK	13	37	4
PAS	11	41	4
SHT	30	52	8
BLK	14	38	5
CAT	2	19	3
RNG	105	120	8
REC	105	112	8
SPD	40	-	-
RCH	55	-	-

## BALGERDA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	9	41	4
ATK	25	52	7
PAS	17	52	8
SHT	3	26	4
BLK	19	29	4
CAT	6	28	3
RNG	72	92	6
REC	95	140	7
SPD	30	-	-
RCH	65	-	-

## ABUS

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	15	41	5
ATK	3	18	3
PAS	16	41	7
SHT	21	45	8
BLK	11	38	4
CAT	5	17	3
RNG	105	118	6
REC	110	158	7
SPD	35	-	-
RCH	50	-	-

## BOWER

SCOUT LEVEL:	1
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	16	30	5
ATK	21	51	7
PAS	18	37	5
SHT	6	18	4
BLK	17	42	7
CAT	1	10	3
RNG	90	100	7
REC	88	130	8
SPD	30	-	-
RCH	80	-	-

## GRAAV

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	23	51	7
ATK	11	42	6
PAS	30	54	9
SHT	15	55	5
BLK	14	41	5
CAT	3	19	4
RNG	100	122	7
REC	106	120	8
SPD	35	-	-

## PRETUS

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	25	48	4
ATK	12	77	7
PAS	20	53	5
SHT	2	11	3
BLK	20	51	5
CAT	2	13	2
RNG	130	142	6
REC	95	105	7
SPD	40	-	-
RCH	65	-	-

## DORAM

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	15	54	6
ATK	18	38	8
PAS	27	51	9
SHT	3	30	5
BLK	10	75	4
CAT	7	28	3
RNG	120	130	8
REC	99	110	8
SPD	40	-	-
RCH	55	-	-

## RAUDY

SCOUT LEVEL:	1
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	1	11	2
ATK	2	11	3
PAS	2	13	3
SHT	1	26	2
BLK	9	26	2
CAT	22	52	6
RNG	30	70	5
REC	37	37	4
SPD	30	-	-
RCH	60	-	-

# KILIKA BEASTS

## LARBEIGHT

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	12
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	3	45	5
ATK	2	30	3
PAS	2	22	4
SHT	4	54	9
BLK	4	10	4
CAT	2	10	3
RNG	71	104	8
REC	85	89	9
SPD	30	-	-
RCH	50	-	-

## DEIM

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	12
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	2	20	4
ATK	3	52	7
PAS	4	77	8
SHT	2	10	3
BLK	3	20	5
CAT	1	10	2
RNG	60	87	6
REC	66	70	6
SPD	30	-	-
RCH	30	-	-

## ISKEN

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	12
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	4	41	5
ATK	3	10	3
PAS	3	45	6
SHT	3	55	5
BLK	5	10	3
CAT	1	10	3
RNG	78	104	6
REC	72	92	6
SPD	30	-	-
RCH	50	-	-

## ENKROY

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	12
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	3	20	4
ATK	2	93	8
PAS	4	40	5
SHT	2	18	4
BLK	2	20	4
CAT	1	10	3
RNG	62	78	6
REC	57	85	7
SPD	28	-	-
RCH	45	-	-

## VUROJA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	12
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	4	56	7
ATK	3	30	4
PAS	5	76	9
SHT	1	21	4
BLK	4	20	4
CAT	1	92	5
RNG	61	88	8
REC	81	95	9
SPD	30	-	-
RCH	40	-	-

## ZANDA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	12
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	4	22	4
ATK	3	77	9
PAS	2	40	5
SHT	1	10	4
BLK	3	10	5
CAT	1	10	3
RNG	65	85	6
REC	43	78	8
SPD	30	-	-
RCH	45	-	-

## KULUKAN

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	12
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	3	29	5
ATK	3	51	5
PAS	4	92	8
SHT	3	30	4
BLK	3	55	4
CAT	1	10	3
RNG	65	130	9
REC	56	100	8
SPD	36	-	-
RCH	40	-	-

## NIZARUT

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	12
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	2	43	4
ATK	2	30	5
PAS	3	30	3
SHT	1	8	2
BLK	3	10	3
CAT	3	52	3
RNG	40	88	7
REC	35	52	7
SPD	30	-	-
RCH	30	-	-



# AL BHED PSYCHES

## EIGAAR

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	70
SPECIAL SHOT:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	31	73	4
ATK	20	52	4
PAS	25	54	3
SHT	35	71	6
BLK	11	52	4
CAT	2	18	3
RNG	130	150	8
REC	155	178	6
SPD	33	-	-
RCH	45	-	-

## LAKKAM

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	70
SPECIAL SHOT:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	10	27	6
ATK	28	93	9
PAS	41	69	4
SHT	2	12	3
BLK	16	54	5
CAT	3	20	4
RNG	72	104	4
REC	100	115	8
SPD	30	-	-
RCH	90	-	-

## BLAPPA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	70
SPECIAL SHOT:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	41	82	5
ATK	10	41	4
PAS	18	72	6
SHT	33	90	7
BLK	21	37	3
CAT	9	11	3
RNG	120	132	9
REC	160	190	9
SPD	35	-	-
RCH	30	-	-

## KEPPEL

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	70
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	14	39	5
ATK	39	72	7
PAS	17	51	6
SHT	4	17	4
BLK	30	40	7
CAT	2	17	3
RNG	88	115	7
REC	120	151	6
SPD	30	-	-
RCH	80	-	-

## BERRIKA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	70
SPECIAL SHOT:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	28	71	6
ATK	10	40	4
PAS	21	51	9
SHT	36	72	6
BLK	13	56	4
CAT	2	51	2
RNG	118	122	8
REC	128	158	7
SPD	35	-	-
RCH	55	-	-

## NOMMA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	70
SPECIAL SHOT:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	12	54	6
ATK	33	71	8
PAS	27	42	9
SHT	1	18	4
BLK	34	72	7
CAT	2	19	4
RNG	82	113	8
REC	99	115	9
SPD	30	-	-
RCH	70	-	-

## JUDDA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	70
SPECIAL SHOT:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	21	51	3
ATK	21	52	4
PAS	37	76	6
SHT	19	51	6
BLK	14	37	6
CAT	2	54	4
RNG	104	120	7
REC	110	153	4
SPD	35	-	-
RCH	40	-	-

## NIMROOK

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	70
SPECIAL SHOT:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	19	72	6
ATK	10	27	5
PAS	12	27	7
SHT	8	38	7
BLK	16	73	7
CAT	32	73	9
RNG	34	114	3
REC	113	155	4
SPD	30	-	-
RCH	60	-	-

# RONSO FANGS

## BASIK RONSO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	33	93	9
ATK	9	41	8
PAS	10	37	4
SHT	16	54	6
BLK	9	39	4
CAT	2	10	3
RNG	100	190	8
REC	135	155	9
SPD	30	-	-
RCH	50	-	-

## IRGA RONSO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	41	71	7
ATK	16	52	8
PAS	19	54	9
SHT	6	37	4
BLK	17	54	6
CAT	10	28	8
RNG	53	110	8
REC	136	172	9
SPD	30	-	-
RCH	60	-	-

## ARGAI RONSO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	43	71	9
ATK	10	27	8
PAS	9	30	6
SHT	17	53	7
BLK	11	73	7
CAT	5	31	5
RNG	110	120	8
REC	157	178	6
SPD	30	-	-
RCH	50	-	-

## ZONDI RONSO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	35	93	9
ATK	20	56	7
PAS	12	39	6
SHT	9	29	5
BLK	21	40	4
CAT	6	31	5
RNG	72	118	7
REC	141	153	8
SPD	30	-	-
RCH	60	-	-

## GAZNA RONSO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	28	91	8
ATK	15	56	4
PAS	17	73	5
SHT	11	37	4
BLK	6	39	4
CAT	4	21	6
RNG	71	101	5
REC	125	164	8
SPD	30	-	-
RCH	55	-	-

## DARGA RONSO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	41	75	9
ATK	20	55	7
PAS	17	55	6
SHT	3	18	4
BLK	17	53	4
CAT	3	30	2
RNG	93	123	8
REC	108	152	8
SPD	30	-	-
RCH	60	-	-

## NUVY RONSO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	31	95	8
ATK	11	52	6
PAS	21	55	5
SHT	9	40	5
BLK	9	30	4
CAT	4	31	4
RNG	53	109	8
REC	125	135	8
SPD	30	-	-
RCH	60	-	-

## ZAMZI RONSO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	31	95	8
ATK	26	54	7
PAS	12	42	8
SHT	1	27	4
BLK	11	39	7
CAT	18	19	3
RNG	56	107	8
REC	73	111	8
SPD	30	-	-
RCH	60	-	-

# GUADO GLORIES

## GIERA GUADO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	5	31	5
ATK	4	31	5
PAS	29	72	7
SHT	6	41	8
BLK	4	28	4
CAT	5	30	4
RNG	180	200	9
REC	190	250	9
SPD	27	-	-
RCH	55	-	-

## PAH GUADO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	5	12	4
ATK	7	37	6
PAS	42	73	8
SHT	1	3	3
BLK	7	40	7
CAT	2	21	6
RNG	131	165	9
REC	200	250	9
SPD	24	-	-
RCH	70	-	-

## ZAZI GUADO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	3	31	4
ATK	6	41	6
PAS	38	74	8
SHT	6	55	7
BLK	8	37	4
CAT	3	30	4
RNG	195	220	8
REC	195	250	9
SPD	28	-	-
RCH	55	-	-

## YIL GUADO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	6	11	3
ATK	8	55	5
PAS	60	91	9
SHT	1	10	4
BLK	5	51	7
CAT	3	17	7
RNG	185	220	8
REC	150	168	8
SPD	25	-	-
RCH	60	-	-

## NAV GUADO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	4	27	5
ATK	3	30	4
PAS	26	92	9
SHT	5	42	5
BLK	7	38	5
CAT	1	10	3
RNG	220	230	9
REC	175	223	9
SPD	28	-	-
RCH	55	-	-

## WON GUADO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	4	12	6
ATK	8	54	4
PAS	55	93	8
SHT	3	11	3
BLK	9	73	7
CAT	1	11	3
RNG	235	250	8
REC	120	187	9
SPD	27	-	-
RCH	60	-	-

## AUDA GUADO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	4	41	5
ATK	6	52	7
PAS	53	93	9
SHT	4	28	4
BLK	8	54	7
CAT	5	10	3
RNG	240	150	6
REC	170	195	6
SPD	28	-	-
RCH	60	-	-

## NOY GUADO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	2	43	4
ATK	5	38	5
PAS	20	53	7
SHT	2	12	4
BLK	3	10	3
CAT	7	52	9
RNG	90	109	7
REC	120	220	9
SPD	25	-	-
RCH	60	-	-

# BESAID AUROCHS

## BECLEM

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	60
SPECIAL SHOT:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	38	56	9
ATK	21	38	4
PAS	29	40	6
SHT	42	75	9
BLK	9	16	4
CAT	1	11	3
RNG	120	125	9
REC	190	187	9
SPD	30	-	-
RCH	50	-	-

## JASSU

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	60
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	18	38	6
ATK	48	62	9
PAS	21	52	7
SHT	10	37	4
BLK	24	75	6
CAT	1	20	3
RNG	80	91	8
REC	175	188	7
SPD	30	-	-
RCH	65	-	-

## WAKKA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	60
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	35	72	9
ATK	6	39	4
PAS	10	27	6
SHT	48	74	8
BLK	7	40	5
CAT	2	16	3
RNG	130	134	8
REC	180	190	8
SPD	30	-	-
RCH	50	-	-

## BOTTA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	60
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	22	52	5
ATK	48	72	8
PAS	19	53	9
SHT	3	12	5
BLK	19	39	4
CAT	3	10	3
RNG	52	83	5
REC	124	131	6
SPD	30	-	-
RCH	65	-	-

## LETTY

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	60
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	22	56	4
ATK	20	41	5
PAS	45	92	9
SHT	25	31	5
BLK	9	73	7
CAT	2	17	3
RNG	80	89	8
REC	120	198	9
SPD	30	-	-
RCH	60	-	-

## VILUCHA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	60
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	24	53	6
ATK	25	92	9
PAS	32	30	7
SHT	1	92	5
BLK	12	29	5
CAT	1	38	3
RNG	107	120	6
REC	114	124	5
SPD	33	-	-
RCH	60	-	-

## DATTO

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	60
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	31	95	8
ATK	22	51	5
PAS	24	74	6
SHT	4	37	5
BLK	22	40	4
CAT	3	19	3
RNG	85	87	7
REC	110	140	7
SPD	40	-	-
RCH	60	-	-

## KEEPA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	60
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	3	16	4
ATK	5	21	4
PAS	4	19	4
SHT	1	99	2
BLK	4	18	4
CAT	39	74	7
RNG	60	67	5
REC	87	99	5
SPD	40	-	-
RCH	40	-	-

Characters  
 Game System  
 Accessories & Items  
 Chapter Primer  
 Walkthrough  
 1  
 2  
 3  
 4  
 5  
 100% Checklist  
 Mini-Games  
 Friends



# ZANARKAND ABES

## KIRYL

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	90
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	43	75	7
ATK	23	26	4
PAS	31	59	5
SHT	63	95	9
BLK	20	42	4
CAT	8	13	3
RNG	180	190	9
REC	155	190	9
SPD	30	-	-
RCH	30	-	-

## NAYA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	90
SPECIAL SHOT:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	51	99	4
ATK	30	39	5
PAS	41	53	9
SHT	29	35	5
BLK	48	53	9
CAT	10	19	3
RNG	200	230	6
REC	121	154	8
SPD	35	-	-
RCH	60	-	-

## STAR PLAYER

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	90
SPECIAL SHOT:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	47	92	7
ATK	27	36	4
PAS	30	73	4
SHT	98	99	9
BLK	10	42	4
CAT	2	13	3
RNG	190	199	7
REC	174	250	6
SPD	32	-	-
RCH	50	-	-

## SUZAM

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	90
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	30	40	5
ATK	61	99	8
PAS	31	39	5
SHT	12	13	4
BLK	41	55	6
CAT	3	17	5
RNG	90	100	7
REC	98	116	8
SPD	30	-	-
RCH	80	-	-

## TOMA

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	90
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	30	55	6
ATK	21	38	4
PAS	27	52	4
SHT	68	71	8
BLK	19	39	4
CAT	8	10	3
RNG	140	145	7
REC	135	159	9
SPD	38	-	-
RCH	30	-	-

## LUPERIS

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	90
SPECIAL SHOT:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	30	53	6
ATK	54	92	8
PAS	32	55	6
SHT	2	28	4
BLK	28	31	4
CAT	9	10	3
RNG	34	67	6
REC	90	113	7
SPD	30	-	-
RCH	70	-	-

## SHAFT

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	90
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	37	74	4
ATK	30	40	6
PAS	51	74	9
SHT	32	34	4
BLK	41	58	4
CAT	12	20	3
RNG	102	116	8
REC	120	160	7
SPD	40	-	-
RCH	50	-	-

## CETAN

SCOUT LEVEL:	-
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	90
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	11	38	4
ATK	30	30	4
PAS	5	72	8
SHT	2	20	3
BLK	18	71	7
CAT	54	93	9
RNG	90	120	8
REC	21	36	8
SPD	30	-	-
RCH	30	-	-

# FREE AGENTS

## UKYOU

SCOUT LEVEL 1

SCOUT LEVEL:	1
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	10
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	10	61	9
ATK	3	16	5
PAS	5	26	7
SHT	4	31	4
BLK	5	28	6
CAT	1	11	4
RNG	38	78	7
REC	55	132	9
SPD	30	-	-
RCH	55	-	-

## BALKAI

SCOUT LEVEL 1

SCOUT LEVEL:	1
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	10
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	6	33	4
ATK	9	74	6
PAS	3	60	5
SHT	2	20	4
BLK	13	53	6
CAT	1	17	2
RNG	50	73	8
REC	64	99	8
SPD	30	-	-
RCH	60	-	-

## SHUU

SCOUT LEVEL 1

SCOUT LEVEL:	1
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	10
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	7	62	7
ATK	2	37	5
PAS	2	39	4
SHT	9	45	6
BLK	1	19	4
CAT	2	16	3
RNG	51	102	8
REC	58	112	8
SPD	30	-	-
RCH	60	-	-

## HILDI

SCOUT LEVEL 1

SCOUT LEVEL:	1
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	10
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	6	40	4
ATK	8	21	3
PAS	10	38	4
SHT	5	53	7
BLK	3	42	6
CAT	3	51	2
RNG	51	89	7
REC	71	113	8
SPD	30	-	-
RCH	60	-	-

## SULYA

SCOUT LEVEL 1

SCOUT LEVEL:	1
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	10
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	1	39	4
ATK	3	30	5
PAS	1	10	3
SHT	1	13	3
BLK	3	30	6
CAT	8	57	3
RNG	36	80	8
REC	65	72	6
SPD	30	-	-
RCH	60	-	-

## ROPP

SCOUT LEVEL 1

SCOUT LEVEL:	1
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	10
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	3	28	4
ATK	12	40	6
PAS	6	26	4
SHT	2	19	3
BLK	11	60	7
CAT	1	26	3
RNG	48	81	7
REC	45	78	7
SPD	30	-	-
RCH	60	-	-

## NEDUS

SCOUT LEVEL 1

SCOUT LEVEL:	1
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	10
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	4	41	4
ATK	4	40	4
PAS	8	58	7
SHT	2	27	4
BLK	9	56	8
CAT	3	57	3
RNG	41	75	8
REC	56	105	9
SPD	30	-	-
RCH	60	-	-

## ZALITZ

SCOUT LEVEL 2

SCOUT LEVEL:	2
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	15
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	18	52	6
ATK	7	42	5
PAS	6	56	8
SHT	2	28	4
BLK	15	72	4
CAT	4	39	3
RNG	51	91	7
REC	78	150	8
SPD	38	-	-
RCH	60	-	-

# FREE AGENTS

## NHADALA

SCOUT LEVEL 2

SCOUT LEVEL:	2
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	15
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	8	26	5
ATK	5	26	5
PAS	15	71	8
SHT	4	17	4
BLK	1	30	4
CAT	4	28	4
RNG	60	120	9
REC	67	155	9
SPD	30	-	-
RCH	60	-	-

## JUMAL

SCOUT LEVEL 2

SCOUT LEVEL:	2
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	15
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	9	44	8
ATK	15	94	9
PAS	9	11	4
SHT	4	6	3
BLK	6	60	4
CAT	5	57	3
RNG	43	100	8
REC	50	70	7
SPD	30	-	-
RCH	60	-	-

## NAIDA

SCOUT LEVEL 2

SCOUT LEVEL:	2
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	15
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	1	75	3
ATK	3	20	4
PAS	10	56	8
SHT	12	54	7
BLK	3	42	5
CAT	5	28	4
RNG	54	118	8
REC	70	130	9
SPD	30	-	-
RCH	60	-	-

## SVANDA

SCOUT LEVEL 2

SCOUT LEVEL:	2
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	15
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	1	26	6
ATK	4	19	4
PAS	14	72	9
SHT	2	11	3
BLK	7	26	7
CAT	11	71	5
RNG	51	111	7
REC	81	132	8
SPD	35	-	-
RCH	70	-	-

## MEP

SCOUT LEVEL 2

SCOUT LEVEL:	2
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	15
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	14	54	6
ATK	6	55	4
PAS	3	55	4
SHT	13	75	8
BLK	1	54	4
CAT	3	29	2
RNG	71	98	7
REC	68	115	8
SPD	30	-	-
RCH	60	-	-

## DURREN

SCOUT LEVEL 2

SCOUT LEVEL:	2
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	15
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	3	51	6
ATK	3	31	4
PAS	16	53	8
SHT	4	37	4
BLK	15	79	9
CAT	5	39	3
RNG	64	120	9
REC	61	154	9
SPD	30	-	-
RCH	60	-	-

## KIYURI

SCOUT LEVEL 3

SCOUT LEVEL:	3
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	20
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	15	55	6
ATK	26	95	9
PAS	9	42	4
SHT	11	20	5
BLK	12	21	4
CAT	8	16	4
RNG	85	110	7
REC	95	136	9
SPD	30	-	-
RCH	60	-	-

## JAIALAI

SCOUT LEVEL 3

SCOUT LEVEL:	3
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	20
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	12	38	4
ATK	25	75	9
PAS	23	40	8
SHT	11	16	4
BLK	12	30	6
CAT	9	30	5
RNG	70	130	8
REC	80	110	8
SPD	38	-	-
RCH	60	-	-

## SHAAMI

SCOUT LEVEL 3

SCOUT LEVEL:	3
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	20
SPECIAL SHOT:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	20	53	8
ATK	17	39	6
PAS	11	29	4
SHT	28	72	9
BLK	12	31	4
CAT	8	19	3
RNG	81	125	8
REC	78	171	9
SPD	30	-	-
RCH	60	-	-

## MIFUREY

SCOUT LEVEL 3

SCOUT LEVEL:	3
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	20
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	20	31	6
ATK	3	28	4
PAS	3	26	4
SHT	2	16	3
BLK	1	18	7
CAT	29	73	9
RNG	64	70	6
REC	77	192	8
SPD	30	-	-
RCH	60	-	-

## ZEV RONSO

SCOUT LEVEL 3

SCOUT LEVEL:	3
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	20
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	12	31	4
ATK	18	64	9
PAS	11	39	4
SHT	9	42	5
BLK	24	68	9
CAT	18	56	7
RNG	70	92	7
REC	90	175	9
SPD	30	-	-
RCH	60	-	-

## YUMA GUADO

SCOUT LEVEL 3

SCOUT LEVEL:	3
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	20
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	13	39	5
ATK	11	21	3
PAS	11	37	4
SHT	6	5	2
BLK	27	73	9
CAT	5	40	3
RNG	56	115	8
REC	74	114	8
SPD	30	-	-
RCH	60	-	-

## NEFFE

SCOUT LEVEL 3

SCOUT LEVEL:	3
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	20
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	22	73	9
ATK	11	56	7
PAS	10	51	5
SHT	21	73	7
BLK	11	41	5
CAT	8	31	4
RNG	70	120	9
REC	70	156	9
SPD	30	-	-
RCH	60	-	-

## ADDA

SCOUT LEVEL 4

SCOUT LEVEL:	4
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	1	28	6
ATK	27	56	7
PAS	1	93	9
SHT	1	29	5
BLK	3	40	7
CAT	5	10	3
RNG	58	110	8
REC	110	174	9
SPD	30	-	-
RCH	60	-	-

## FOBBI

SCOUT LEVEL 4

SCOUT LEVEL:	4
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	19	22	4
ATK	11	31	6
PAS	14	51	8
SHT	2	3	2
BLK	31	93	9
CAT	9	72	5
RNG	72	104	7
REC	145	168	8
SPD	30	-	-
RCH	60	-	-

## CAHHAN

SCOUT LEVEL 4

SCOUT LEVEL:	4
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	18	38	5
ATK	22	51	7
PAS	31	76	9
SHT	11	30	6
BLK	24	74	9
CAT	5	28	4
RNG	120	132	9
REC	72	200	8
SPD	30	-	-
RCH	60	-	-

## MIYU

SCOUT LEVEL 4

SCOUT LEVEL:	4
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	Overhead Volley, Corkscrew Shot

STAT	START	MAX	OPT PTS
END	24	54	5
ATK	21	41	5
PAS	16	41	5
SHT	32	83	9
BLK	16	39	6
CAT	9	38	6
RNG	72	110	8
REC	82	210	9
SPD	30	-	-
RCH	60	-	-

## KWINN

SCOUT LEVEL 4

SCOUT LEVEL:	4
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	1	3	2
ATK	3	4	2
PAS	3	5	2
SHT	2	4	2
BLK	1	2	2
CAT	24	94	2
RNG	93	95	5
REC	10	23	4
SPD	30	-	-
RCH	60	-	-

## RIN

SCOUT LEVEL 4

SCOUT LEVEL:	4
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	19	53	9
ATK	11	27	5
PAS	19	52	7
SHT	35	73	9
BLK	15	52	4
CAT	7	27	3
RNG	93	135	8
REC	91	152	8
SPD	30	-	-
RCH	60	-	-

## TATT'S

SCOUT LEVEL 4

SCOUT LEVEL:	4
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	30
SPECIAL SHOT:	Overhead Volley

STAT	START	MAX	OPT PTS
END	25	55	6
ATK	15	42	7
PAS	18	39	5
SHT	32	92	9
BLK	15	96	9
CAT	2	41	3
RNG	100	121	7
REC	100	188	7
SPD	30	-	-
RCH	60	-	-

Characters  
Garment Grids  
Accessories & Items  
Game System  
Chapter Primer  
Walkthrough  
100% Checklist  
Mini-Games  
Frends



# FREE AGENTS

## ISAARU

SCOUT LEVEL **MAX**

SCOUT LEVEL:	MAX
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	35	92	5
ATK	2	10	5
PAS	42	96	5
SHT	1	12	5
BLK	39	96	5
CAT	1	10	5
RNG	11	22	5
REC	130	210	5
SPD	30	-	-
RCH	60	-	-

## MARODA

SCOUT LEVEL **MAX**

SCOUT LEVEL:	MAX
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	8	41	5
ATK	18	27	7
PAS	31	92	9
SHT	17	19	7
BLK	11	29	5
CAT	10	40	7
RNG	90	105	6
REC	135	158	9
SPD	30	-	-
RCH	60	-	-

## AUBORINE

SCOUT LEVEL **MAX**

SCOUT LEVEL:	MAX
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	1	2	2
ATK	3	4	2
PAS	3	4	2
SHT	99	99	3
BLK	1	2	2
CAT	5	6	2
RNG	10	11	2
REC	10	11	2
SPD	60	-	-
RCH	60	-	-

## YUYUI

SCOUT LEVEL **MAX**

SCOUT LEVEL:	MAX
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	1	99	1
ATK	1	99	1
PAS	1	99	1
SHT	1	99	1
BLK	1	99	1
CAT	1	99	1
RNG	1	255	1
REC	1	255	1
SPD	30	-	-
RCH	60	-	-

## DONA

SCOUT LEVEL **MAX**

SCOUT LEVEL:	MAX
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	N/A

STAT	START	MAX	OPT PTS
END	25	52	5
ATK	25	52	5
PAS	25	51	5
SHT	24	54	5
BLK	26	52	5
CAT	25	54	5
RNG	73	84	5
REC	73	84	5
SPD	28	-	-
RCH	60	-	-

## LUCIL

SCOUT LEVEL **MAX**

SCOUT LEVEL:	MAX
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	Overhead Volley; Corkscrew Shot

STAT	START	MAX	OPT PTS
END	7	77	7
ATK	7	77	7
PAS	7	77	7
SHT	7	77	7
BLK	7	77	7
CAT	7	77	7
RNG	77	177	7
REC	77	177	7
SPD	30	-	-
RCH	77	-	-

## BARTHELLO

SCOUT LEVEL **MAX**

SCOUT LEVEL:	MAX
CONTRACT DURATION:	10
CP NEEDED TO SIGN:	40
SPECIAL SHOT:	Corkscrew Shot

STAT	START	MAX	OPT PTS
END	4	42	7
ATK	3	20	5
PAS	6	18	4
SHT	39	94	9
BLK	4	31	7
CAT	41	92	5
RNG	5	71	6
REC	33	90	5
SPD	30	-	-
RCH	60	-	-

# LEARNING THE AI BHED LANGUAGE

<b>WHEN AVAILABLE:</b>	Chapters 1, 2, 3, 4, and 5
<b>LOCATION:</b>	Throughout Spira
<b>OBJECTIVE:</b>	Collect all 26 primers to master the AI Bhed language.

If you played *FINAL FANTASY X*, you should know that the only way to learn the AI Bhed language is to acquire all of the AI Bhed Primers. After acquiring some of the Primers, you'll notice that when someone speaks to you in AI Bhed, some of the letters appear pink in color. There are 26 volumes of the primer, and each one teaches you a different letter. After collecting all of the primers, you can understand AI Bhed perfectly!

### SO THAT'S WHAT THEY WERE SAYING!

If scouring Spira for primers isn't for you, wait until you play the game a second time with New Game Plus. This enables you to start the game with all the AI Bhed primers previously collected, and it allows you to search the game for the ones you missed.

## Obtaining the Al Bhed Primers

The following table indicates how to acquire all 26 volumes of the Al Bhed Primer. Now you have no excuse not to get them all!

LOCATION	CH.1	CH.2	CH.3	CH.4	CH.5	# OF COPIES	ACQUISITION
Bikanel Desert	X	X	X	-	X	6	During the Digging mini-game, you can find Al Bhed Primers scattered throughout the desert.
Celsius	X	-	-	-	-	3	After finishing the first mission, talk to Brother. You can get up to three volumes.
Celsius	X	-	-	-	-	1	After finishing the first mission, and before you hear Brother's broadcast, talk to Buddy.
Djose Temple	X	X	-	-	-	1	Sign up for the Digging mini-game with Gippal at Djose Temple; he will relinquish one volume.
Lake Macalania	X	X	-	-	-	1	Speak to the Al Bhed woman in front of the Travel Agency before the "Follow That O'aka" mission begins.
Bikanel Desert	X	-	-	-	-	1	You get this volume on your first visit to Bikanel Desert.
Luca	X	-	-	-	-	1	After finishing the mission "Behind the Scenes" in Luca, look for Rin in the locker room area of Luca Stadium.
Celsius	-	X	-	-	-	1	Speak with Shinra at the start of Chapter 2.
Djose Temple	-	X	-	-	-	1	Speak to Gippal at the Temple.
Djose Temple	-	-	X	-	-	1	Before the Hotspot link to Djose Temple appears in Chapter 2, go to the Temple and speak with Gippal.
Djose Temple	-	-	X	-	-	1	Start the "No Way, Djose" mission.
Lake Macalania	-	-	X	-	-	1	Complete the "Secure the Agency" mission.
Celsius	-	-	-	X	-	1	At the start of Chapter 4, talk to Paine on the deck of the Celsius and return to the bridge.
Djose Temple (CommSphere)	-	-	-	X	-	1	Watch the first event through the Djose Temple CommSphere.
Djose Temple (CommSphere)	-	-	-	X	-	1	Watch the sixth event through the Djose Temple CommSphere.
Macalania Woods (CommSphere)	-	-	-	X	-	1	Watch the first event through the Macalania CommSphere.
Djose Temple	-	-	-	-	X	1	You win this one when you defeat the Experiment in the "Masterpiece Theatre" mission inside Djose Temple.
Thunder Plains	-	-	-	-	X	1	Complete the "A Fallen Genius" mission in the Thunder Plains by rescuing Cid.
Celsius	-	-	-	-	X	1	Watch the scene in which Buddy and Brother talk on the deck of the Celsius.

## LAST MISSION

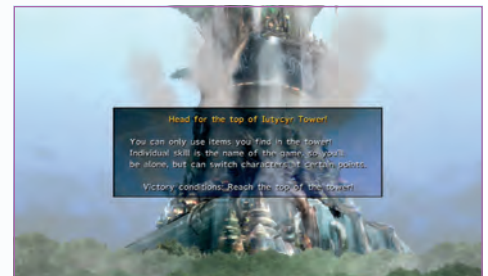
Last Mission is a special adventure selectable from the main menu for this release of *FINAL FANTASY X* and *FINAL FANTASY X-2*. This quest is set several months after the events of *FINAL FANTASY X-2*.



Gameplay in Last Mission is quite a different experience. The girls tackle the giant lutyrcy Tower, a mysterious place that seems to predate even the Yevon artifacts found throughout Spira. You navigate randomly-generated floors, somewhat like Via Infinito in Bevelle, though ascending by finding elevators instead of descending by finding pits. And combat now takes place on a grid that overlays the dungeon itself. There are no "random encounters;" instead, you see fiends navigating the gridded map. After each time you act (either by moving a space, attacking, or using an item or ability), nearby enemies also have a chance to move or act.

Upon first initiating Last Mission, a series of scenes shows the recent activities of the girls, and then you start at the base of the tower. Here you can read Tutorials on every aspect of Last Mission. There's also a merchant who allows you to purchase and store items. You control only one of the girls at a time here.

Each floor has fiends, treasure, traps, and an elevator to the next floor. Every five floors, you encounter an elevator that won't ascend until you perform certain actions. These actions may include defeating a certain number of fiends, using abilities, reading books, and even whiffing attacks needlessly. Every 10 floors you uncover new scenes between Yuna, Rikku, and Paine. Every 20 floors you encounter a boss. Defeat the super boss Major Numerus on the 80<sup>th</sup> floor and you complete Last Mission!





## TILE TRAPS

TRAP	EFFECT
Biospray	Poison when stepped on.
Wind Slash	Damage when stepped on.
Sticky Trap	Immobile when stepped on (several turns; pass time with Select + ).
Plummet	Damage when stepped on (falling object).
Pit Trap	Drop to floor below when stepped on.
Trampoline	Warp to random area of floor when stepped on.
Boo! Tile	Item may drop if enemy steps on trap.
Nefarious Pit	Sleep status if enemy steps on trap.
Cursed Seal	Silence status if enemy steps on trap.
Bomb's Wrath	Slow status if enemy steps on trap.

## MEDICINE DESCRIPTIONS

ITEM	EFFECT	DESCRIPTION
Ether	Restore 10 MP.	Restores 10 MP. Restores MP by restoring your willpower. Refreshing taste with a little bite.
Turbo Ether	Restore 30 MP.	Restores 30 MP. Enhanced willpower restoration. Clearer taste provides a better effect.
Premiere Ether	Restore 50 MP.	Restores 50 MP. Willpower restoration is enhanced even further, then the mixture is aged in magic barrels. The result is a superior taste that is truly worthy of being called the finest ether in the world.
Elixir	Fully restore dress HP and character HP/MP.	Base Dress/Support Dress HP and character HP/MP are fully restored. A legendary potion that can no longer be made in this age. Each vial is said to have a unique flavor, leading some collectors to store them without ever drinking them.
Antidote Drink	Cures poison.	Cures "poison" status. Antidote ingredients were liquefied and made into a drink. Its fruity flavor makes it easy even for children to drink.
Echo Nectar	Cures silence.	Cures "silence" status. Made from the juice of freshly picked echo herbs. Extremely bitter.
Vision Ale	Cures darkness.	Cures "darkness" status. Developed coincidentally when medicine for tired eyes and decreased acuity were being concocted.
Viper Extract	Enter "poison" status.	Deliberately causes "poison" status. Venom extracted from Spira's most potently venomous snake, which can take down a shoopuf with one bite.
Dark Oil	Enter "darkness" status.	Deliberately causes "darkness" status. It is said that those who operate in shadows use this concoction frequently on their enemies to confound them.
Silence Juice	Enter "silence" status.	Deliberately causes "silence" status. A puzzling drink with a flavor that is hard to describe in words. Most everyone who drinks it is rendered speechless.
Esuna Salve	Cure most bad status ailments.	Cures poison, darkness, silence, confusion and double MP cost; does not cure doom, slow, immobile or gil drop. Its main ingredient is Malboro saliva. The thinking behind the remedy being "Fight poison with poison."
Enhancing Potion	Character gains 1 level.	Character's level goes up by 1. Enhances the drinker's abilities slightly, but it tastes bad.
Growth Tonic	Character gains 2 levels.	Character's level goes up by 2. Enhances the drinker's abilities decently, but it tastes horrible.
Evolutionary Water	Character gains 3 levels.	Character's level goes up by 3. Enhances the drinker's abilities astoundingly, but it tastes abhorrent.
Weakening Poison	Character loses 1 level.	Character's level goes down by 1. Weakens the drinker's abilities a bit, but it tastes good.
Regressive Venom	Character loses 2 levels.	Character's level goes down by 2. Weakens the drinker's abilities substantially, but it tastes excellent.
De-evolving Ooze	Character loses 3 levels.	Character's level goes down by 3. Weakens the drinker's abilities way too much, but it tastes so wonderful that you can't stop drinking it.
Wind Droplet	Take action for 2 consecutive turns.	You can take action for two consecutive turns in battle. A rare potion made by collecting the very few dewdrops left by a gentle breeze.
Yubimello	Take action only once every 2 turns.	You can only take action once every two turns in battle. A traditional preparation of the Hypello, whomever drinks this becomes extremely relaxed and mellow, and subsequently gains a deeper understanding of Hypello culture.

## FOLIO DESCRIPTIONS

FOLIO	EFFECT	DESCRIPTION
Save Memo	Use to save at elevators; reading has no effect.	Reading this folio has no effect. Using this folio allows you to save at any elevator. A memo used to record various information. It is sturdily built so that it can be written in or read anywhere. Comes with its own pen.
Fleeing Manual	Warp to area near elevator.	Allows you to warp to an area near an elevator. Fleeing techniques written by a person who escaped certain death.
Restart Guide	Go back to start with gil and items. LV carries over.	Allows you to return to the starting point without losing acquired items or gil. Character level is carried over too, but HP/MP is not restored. You want to start all over again? But you don't want to lose your items or gil? You also don't want to go back to Level 1? Well, here's a folio that meets all your selfish demands!
Tidying Up	Send items to the vault.	Allows you to send one item to the vault. Are you a hoarder who can't even throw away items you don't need? Well, there is hope for you yet! Read this folio, and you too can be a master of tidying up!
Shop Guide	You can go to the item shop.	Allows you to go to the item shop. A useful guidebook for those who want to purchase the items they want immediately.
Dress Shop Guide	You can go to the dress shop.	Allows you to go to the specialty dress shop. Do you want to be the first one to buy a dress at the shop everyone is talking about? Well, you picked up the right guide!
Find Secret Rooms	Set up teleporter to secret room.	Allows you to set up the teleporter that takes you to the secret room. To get to the secret room, it's much more efficient to set up a teleporter than it is to keep walking around. This folio will make it simple even for beginners to set it up!
Selling Tips	Sell one item for gil.	Allows you to sell one item to obtain gil. Sell off unwanted items quickly for gil! You'll get slightly better rates than what the shops will offer!
Cursebreaking	Remove curse from one item.	Allows you to remove a curse from one item. How do you remove a curse from an item??? This comprehensive folio, complete with diagrams, will show you how every step of the way!
The Seeing Book	Display all enemies, items, traps, and maps.	Displays the entire floor map, along with the location of all enemies, items, and traps. People who have experienced this folio give rave reviews, saying, "It's amazing how clearly I can see now!"
Remaking Basics	Change one item into something else.	Allows you to change an item into another item. "I don't need this item, but it's such a shame to just throw it away!" Well now, thanks to this folio, you can learn how to be a recycling master!
The Dressmaker	Synthesize one dress of your choice.	Synthesize one dress of your choice for use. Create a dress of your choice to hone your skill. Easy synthesis, even for beginners!
Copy Techniques	Copy one item.	Allows you to copy one item. However, you cannot copy "Copy Techniques" or "Notebook"! What's that? You say creating a copy of an item is impossible? But hold on! Now with this folio, anyone can copy items in an instant!
Goon Bookmark	Transform into a Leblanc goon.	Reading this folio will transform you into a Leblanc Syndicate goon. When you transform into a goon, your stats will plummet, and you will also not be able to use items. Abilities that use HP and MP can be used for 1 point, in both cases. Use the Syndicate's unique abilities and learn what it means to live the Leblanc way!
Trap Evading Primer	Remove all traps on the floor.	Reading this folio will remove all existing traps on the current floor. The gentleman thief who ravaged Spira wrote this manual for his apprentice so that he could learn how to successfully avoid traps.
Notebook	Transcribe one folio.	Allows you to transcribe one folio. However, "Notebook" and "Copy Techniques" cannot be transcribed. Nothing is written inside this folio. You can use it by transcribing the contents of another folio inside it.
Dress Fusion Secrets	Fuse dresses of the same type together.	Allows you to "fuse" dresses of the same type together to create a high-level dress. "I want to wear a high-level dress and be a cut above the rest!" Well, now your chance may have arrived. Why not try your hand at dress fusion?
Demi Lexicon	All enemies in the room go down 1/2 of current HP.	Allows you to use the spell "Demi," which deals the equivalent of 1/2 of current HP damage to each enemy in the room. This manual takes hints from Sin's use of supergravity and instructs people how to use gravity-based magic.
Quake Records	Damage to all enemies in the room.	Allows you to use the spell "Quake," which deals damage to all enemies in the room. A record of the great earthquake that befell Spira. Reading it brings back the fear and horror of the disaster.


## FOLIO DESCRIPTIONS (CONTINUED)



FOLIO	EFFECT	DESCRIPTION
The Quiet Life	All enemies in the room are silenced.	All enemies in the room are silenced. This folio teaches you what is necessary to lead a calm, quiet life.
Bedtime Novel	All enemies in the room are put to sleep.	All enemies in the room are put to sleep. Welcome, fellow insomniacs. How about a peaceful, touching story to guide you all into a deep, deep slumber...
Hope: A Memoir	Character/Dress revived automatically; reading has no effect.	Reading this folio has no effect. Just by having this folio in your possession, whenever a character falls or a dress is broken, they are automatically revived with full HP. With "Never give up!" as his motto, a man who was beat down countless times, but got back up each time, has written a folio advising people about overcoming adversity.

FOLIO	EFFECT	DESCRIPTION
Basic Healing	Restore 30 HP.	Restores 30 HP. Basic healing techniques that can be used by everybody. Includes information on how to treat minor cuts, bruises, magic damage and much, much more!
Invigorating Tales	Restore 100 HP.	Restores 100 HP. Say goodbye to negativity and discouragement! Here is a collection of exciting, moving tales that are sure to energize you!
Essence of Healing	Restore 400 HP.	Restores 400 HP. The individual known as the "Ogre of the Healing World" has written about his techniques for the first time. The question now is, who will succeed his legacy of caring for the sick and wounded, and become the next ogre?

## SEALED ELEVATORS

On every fifth floor, the elevator to advance up to the next level is sealed off. The sealed elevator will remain locked until you perform certain actions. These actions can include defeating a certain number of fiends, performing certain actions in particular, like reading folios or using items, or even just whiffing attacks with no target in mind. Consult the following table on floors with a multiple of five in order to unlock any sealed elevators you find yourself stumped by. On floors 20, 40, and 60 you'll have to defeat a boss to unseal the next elevator. To access the highest floors of the tower, you'll have to deal with a capricious wizard known only as the Founder...

FLOOR	ELEVATOR UNLOCKING PREREQUISITE
5	Defeat three fiends; perform any action besides movement
10	Defeat ten fiends; perform any action besides movement
15	Defeat five fiends; perform any action besides movement; drop any two items (it's okay to pick them back up afterwards)
20	Defeat boss
25	Defeat eight fiends; perform any action besides movement; throw any two items (it's okay to pick them back up afterwards)
30	Defeat eight fiends; perform any action besides movement; drink any two potions
35	Defeat eight fiends; perform any action besides movement; drop any three items (it's okay to pick them back up afterwards); whiff three basic attacks
40	Defeat boss
45	Defeat eight fiends; perform any action besides movement; read any two folios; whiff five basic attacks
50	Defeat ten fiends; perform any action besides movement; press Select +  to pass a turn five times

FLOOR	ELEVATOR UNLOCKING PREREQUISITE
55	Defeat eight fiends; perform any action besides movement; read any two folios; whiff three basic attacks; press Select +  to pass a turn five times
60	Defeat boss
65	Encounter the Founder! The Founder appears if you loiter on the same floor of the tower for too long; his appearance is preceded by several warnings. Beware: his first attack changes your character into a Leblanc Goon, and his second attack expels your character from the tower! Stay close to the elevator. Once he appears, the seal will be released!
70	Seek the elevator as a Leblanc Goon (either use an item to spherechange or let the Founder hit your character once, preferably while standing on the locked elevator tile already)
75	Defeat eight fiends; perform any action besides movement; drop any three items & throw any three items (which are all okay to pick back up afterwards); whiff five basic attacks; press Select +  to pass five turns
77-79	The way to the final floor is via the Founder, not via an elevator: if the Founder attempts to banish you from the tower on floor 77, you'll actually be whisked to the 80th and final floor! If the Founder banishes you on either floor 78 or 79, you'll return to floor 77
80	Defeat boss

## TROPHIES

## BRONZE TROPHIES

NAME	COMPLETION
Dressed for the Occasion	Change Dresspheres on Yuna, Rikku, and Paine in one battle
Specialty	Obtain one special dress
Good Listener	Listen to all of Maechen's stories
Tricky Trapper	Help Clasko catch a chocobo by the end of Chapter 3
Zeroed Out	Defeat YLSL-Zero
Defeating an Old Friend	Defeat Bahamut
Dousing the Fire	Defeat Zalamander
Sphere Breaker	Win 10 times at Sphere Break
Alchemist	Use Mix 30 times
Learner	Learn 5 Blue Bullet skills
Millionaire	Pay off O'aka's debt
Teamwork!	Win a blitzball match
Excellent Negotiator	Use Bribe 30 times
Complete Ability	Complete the ability set for one dress
Gambler's Dream	Roll the same number on all the Gambler's Dice
Lifetime Support	View one complete fiend tale
Complete Episode	Complete an episode in Chapter 5
Treasure Hunter	Open the chest that includes the Ribbon in the Bevelle Underground
Just Starting	Reach the 10th floor of Iutycyr Tower
Still a Ways	Reach the 20th floor of Iutycyr Tower and defeat the boss
Midway Through	Reach the 40th floor of Iutycyr Tower and defeat the boss
Almost There	Reach the 60th floor of Iutycyr Tower and defeat the boss

## SILVER TROPHIES

NAME	COMPLETION
The Gunner	Reach the highest level (LVMAX) in Gunner's Gauntlet
Full Chain	Achieve a 99 chain attack
Overkill	Deal 99999 damage with one attack
Chocobo Whisperer	Catch the Amazing Chocobo
Sphere Hunter	Obtain all Dresspheres
Dancing Queen	Obtain Magical Dances, Vol. II
Tonberry's Treasure	Obtain a treasure in the Tonberry area (Last Mission)

## GOLD TROPHIES

NAME	COMPLETION
Monster Master	Complete Shinra's Bestiary
Founder	Defeat Trema
Machine of War	Defeat Vegnagun
Sweet Perfection	Complete 100% of the main story
Giant Tower	Reach the 80th floor of Iutycyr Tower and defeat the boss

## PLATINUM TROPHY


NAME	COMPLETION
Completion	Obtain all available trophies



# Fiends



**BLUE ELEMENTAL**



**ELEMENTAL**

**CHAPTERS** 1 2 3 4 5

**WHERE FOUND** Giasoslam/Thunder Plains/Calm Lands/Macalania/Various

---

**LEV** 22 [24] **HP** 363 [788] **MP** 350

**EXP** 342 [800] **AP** 1 [2]

---

**GIL DROP** 180 [200] **GIL STEAL** 520 [1000]

---

<b>STR</b>	3	<b>DEF</b>	16 [18]	<b>AGL</b>	63 [99]
<b>EVA</b>	0	<b>ACC</b>	0	<b>LUCK</b>	0
<b>MAG</b>	206	<b>MAG DEF</b>	118		

---

	Invalid		Invalid		Weak
	Ababs		None		None

---

**IMM** *Pet., Slp., Con., Ber., Cur., M.B.*

**DEF EFF** *Ejt. (6 [10]), Zan. (0 [3])*

---

<b>DROP RATIO</b>	128/255 [255/255]
<b>ITEM DROP</b>	Dragon Scale x1 [Water Gem x4]
<b>RARE DROP</b>	Water Gem x1 [Water Gem x2]
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Dragon Scale x1 [Water Gem x1]
<b>RARE STEAL</b>	Water Gem x1 [Water Gem x1]
<b>BRIBE ITEM</b>	Water Gem x5 [Calm Hoop x1]
<b>RARE BRIBE</b>	Water Gem x5 [Calm Hoop x1]


## Legend

- Basic Info:** This includes the following: enemy name, its type, and where it's found.
- Enemy Stats:** These sections include the enemy's attributes. Information in red relates to an enemy's oversoul version.
- Elemental Affinities:** This section lists an enemy's relationship to certain elements.
 

Fire	Lightning	Gravity
Water	Ice	Holy
- Immunities:** The information in this section displays an enemy's resistance to status effects. Abbreviations for the effects are as follows:
 

Dth. = Death	Cur. = Curse	L.C. = Luck Change
Pet. = Petrification	Ejt. = Eject	E.C. = Evasion Change
Slp. = Sleep	Slw. = Slow	A.C. = Accuracy Change
Sil. = Silence	Stp. = Stop	Doom = Doom
Drk. = Darkness	P.B. = Power Break	Del. = Delay
Poi. = Poison	Ma.B. = Magic Break	P.I. = Preparation Interruption
Con. = Confusion	A.B. = Armor Break	M.D. = Multiple Damage
Ber. = Berserk	Me.B. = Mental Break	
- Defensive Effects:** The same abbreviations apply for this section as noted in the Immunities section.
- Item & Bribe Info:** This area lists the items dropped, stolen, or bribed from enemies.

???



**NONE**

**CHAPTERS** 1

**WHERE FOUND** Luca

---

**LEV** 1 **HP** 82 **MP** 9999

**EXP** 3 **AP** 1

---

**GIL DROP** 100 **GIL STEAL** 300

---

<b>STR</b>	8	<b>DEF</b>	10	<b>AGL</b>	71
<b>EVA</b>	0	<b>ACC</b>	8	<b>LUCK</b>	0
<b>MAG</b>	0	<b>MAG DEF</b>	0		

---

	None		None		None
	None		Invalid		None

---


**IMM** *Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Stp., Doom, Del., M.D.*

**DEF EFF** *Zan. (40)*

---

<b>DROP RATIO</b>	128/255
<b>ITEM DROP</b>	Phoenix Down x1
<b>RARE DROP</b>	Phoenix Down x2
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Hi-Potion x1
<b>RARE STEAL</b>	Hi-Potion x1
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

**ACULEATE**



**WASP**

**CHAPTERS** 3 5

**WHERE FOUND** Bikanel/Via Infinito Floors 30-32

---

**LEV** 22 [26] **HP** 776 [1840] **MP** 27

**EXP** 177 [220] **AP** 1 [2]

---

**GIL DROP** 72 **GIL STEAL** 260 [530]

---

<b>STR</b>	31	<b>DEF</b>	5	<b>AGL</b>	103 [124]
<b>EVA</b>	28 [35]	<b>ACC</b>	12 [15]	<b>LUCK</b>	0
<b>MAG</b>	3	<b>MAG DEF</b>	1		

---

	None		Weak		None
	None		None		None

---

**IMM** *[Con.], [Ber.], Cur., Slp., [P.B.]*

**DEF EFF** *Ejt. (6 [8]), Zan. (0 [2])*

---

<b>DROP RATIO</b>	128/255 [255/255]
<b>ITEM DROP</b>	Echo Screen x2 [Poison Fang x4]
<b>RARE DROP</b>	Remedy x1 [Poison Fang x6]
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Echo Screen x2 [Star Pendant x1]
<b>RARE STEAL</b>	Poison Fang x4 [Star Pendant x1]
<b>BRIBE ITEM</b>	Star Pendant x1 [Star Pendant x3]
<b>RARE BRIBE</b>	Star Pendant x1 [Star Pendant x3]

**ADAMANTOISE**



**ADAMANT**

**CHAPTERS** 3 5

**WHERE FOUND** Calm Lands/M. Gagaze/Via Infinito Floors 33-35

---

**LEV** 37 [44] **HP** 7850 [8243] **MP** 210

**EXP** 1500 [2800] **AP** 1 [2]

---

**GIL DROP** 650 [1500] **GIL STEAL** 1300 [3000]

---

<b>STR</b>	45	<b>DEF</b>	18	<b>AGL</b>	111 [144]
<b>EVA</b>	0	<b>ACC</b>	1	<b>LUCK</b>	0
<b>MAG</b>	133	<b>MAG DEF</b>	144		

---

	None		None		None
	None		Invalid		None

---


**IMM** *Dth., Pet., Slp., Sil., Drk., Poi., Con., Cur., Shw., Stp., Doom, Del., P.I., M.D.*

**DEF EFF** *Ber. (100 [Immune]), Ejt. (230 [Immune]), Zan. (80 [200])*

---

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Hi-Potion x4 [Black Belt x1]
<b>RARE DROP</b>	X-Potion x1 [Black Belt x1]
<b>STEAL RATIO</b>	128/255 [255/255]
<b>STOLEN ITEM</b>	X-Potion x1 [Mystery Veil x1]
<b>RARE STEAL</b>	Muscle Belt x1 [Mystery Veil x1]
<b>BRIBE ITEM</b>	X-Potion x10 [Defense Bracer x1]
<b>RARE BRIBE</b>	X-Potion x12 [Defense Bracer x2]

**ADAMANTORTOISE**



**ADAMANT**

**CHAPTERS** 5

**WHERE FOUND** Farplane/Via Infinito Floors 70-74

---

**LEV** 42 [50] **HP** 14580 [25809] **MP** 270

**EXP** 2582 [3348] **AP** 1 [2]

---

**GIL DROP** 1000 [1200] **GIL STEAL** 1800 [3600]

---

<b>STR</b>	44	<b>DEF</b>	20	<b>AGL</b>	83 [121]
<b>EVA</b>	0	<b>ACC</b>	3 [5]	<b>LUCK</b>	0
<b>MAG</b>	245	<b>MAG DEF</b>	245		

---

	None		None		None
	None		Invalid		None

---


**IMM** *All*

**DEF EFF** *Zan. (100 [200])*

---

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	X-Potion x1 [Crystal Gloves x1]
<b>RARE DROP</b>	X-Potion x1 [Crystal Gloves x1]
<b>STEAL RATIO</b>	128/255 [255/255]
<b>STOLEN ITEM</b>	X-Potion x1 [Dath Veil x1]
<b>RARE STEAL</b>	Black Belt x1 [Dath Veil x1]
<b>BRIBE ITEM</b>	White Lore x3 [Defense Bracer x6]
<b>RARE BRIBE</b>	Black Lore x3 [Defense Bracer x6]

### AESHMA



**SPELL SPINNER**

**CHAPTERS** 1 2 3 4 5

**WHERE FOUND** Farplane/Via Infinito Floors 75-79

LEV	18	HP	8788	MP	9999
EXP	1600	AP	1		

GIL DROP	800	GIL STEAL	1680
----------	-----	-----------	------

STR	1	DEF	38	AGL	72
EVA	0	ACC	3	LUCK	0
MAG	8	MAG DEF	12		


None	None	None	None
None	Invalid	Weak	None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, M.D.

**DEF EFF** Ept. (40), Zan. (18)

DROP RATIO	32/255
ITEM DROP	Dragonfly Orb x1
RARE DROP	Dream Shock x1
STEAL RATIO	255/255
STOLEN ITEM	Candle of Life x2
RARE STEAL	Farplane Shadow x2
BRIBE ITEM	System Shock x1
RARE BRIBE	Black Lore x1

### AGAMA



**REPTILE**

**CHAPTERS** 1 2 3 4 5

**WHERE FOUND** Djose Temple/Thunder Plains/Via Infinito Floors 13-15

LEV	8 [10]	HP	133 [532]	MP	29
EXP	27 [55]	AP	1 [2]		

GIL DROP	16 [33]	GIL STEAL	80 [180]
----------	---------	-----------	----------

STR	38 [39]	DEF	6	AGL	63 [69]
EVA	8 [10]	ACC	8 [10]	LUCK	0
MAG	24	MAG DEF	3		


None	Weak	None	None
None	None	None	None

**IMM** Poi., [Con.], [Ber.], Cur.

**DEF EFF** Dth. (20), Ept. (12 [28]), Zan. (1 [6])

DROP RATIO	128/255 [255/255]
ITEM DROP	Antidote x1 [Remedy x2]
RARE DROP	Remedy x1 [Remedy x3]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Remedy x4]
RARE STEAL	Remedy x1 [Remedy x6]
BRIBE ITEM	Remedy x4 [Remedy x15]
RARE BRIBE	Remedy x5 [Remedy x18]

### AHRIMAN



**EVIL EYE**

**CHAPTERS** 1 2 3 4 5

**WHERE FOUND** Calm Lands/M. Gagazet/Via Infinito Floors 1-3

LEV	2 [4]	HP	99 [396]	MP	15
EXP	2 [8]	AP	1 [2]		

GIL DROP	20 [38]	GIL STEAL	80 [160]
----------	---------	-----------	----------

STR	7 [8]	DEF	9 [10]	AGL	55 [61]
EVA	0	ACC	3 [4]	LUCK	0
MAG	1	MAG DEF	1		


None	None	None	None
None	None	None	None

**IMM** [Con.], [Ber.], Cur.

**DEF EFF** Ept. (12 [20]), Zan. (1 [4])

DROP RATIO	128/255 [255/255]
ITEM DROP	Eye Drops x1 [Phoenix Down x3]
RARE DROP	Eye Drops x2 [Phoenix Down x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Phoenix Down x1]
RARE STEAL	Phoenix Down x1 [Mega Phoenix x1]
BRIBE ITEM	Remedy x1 [Mega Phoenix x1]
RARE BRIBE	Eye Drops x2 [Mega Phoenix x1]

### AKA MANAH



**SPELL SPINNER**

**CHAPTERS** 1 2 3 4 5

**WHERE FOUND** Mi'ihen Highroad/Thunder Plains/Calm Lands/Farplane/Various

LEV	40	HP	6322	MP	6560
EXP	1030	AP	1		

GIL DROP	670	GIL STEAL	890
----------	-----	-----------	-----

STR	32	DEF	22	AGL	131
EVA	0	ACC	3	LUCK	0
MAG	3	MAG DEF	10		


None	None	None	None
None	Invalid	None	Weak

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, M.D.

**DEF EFF** Ept. (34), Zan. (16)

DROP RATIO	64/255
ITEM DROP	Pretty Orb x1
RARE DROP	Blind Shock x1
STEAL RATIO	255/255
STOLEN ITEM	Remedy x2
RARE STEAL	Candle of Life x2
BRIBE ITEM	Lag Shock x1
RARE BRIBE	Lag Shock x1

### AMORPHOUS GEL



**GEL**

**CHAPTERS** 1 2 3 4 5

**WHERE FOUND** Macalania/Calm Lands/Via Infinito Floors 27-29

LEV	28 [34]	HP	973 [2333]	MP	999
EXP	480 [780]	AP	1 [2]		

GIL DROP	380 [520]	GIL STEAL	720 [1430]
----------	-----------	-----------	------------

STR	18	DEF	58	AGL	82 [98]
EVA	0	ACC	4 [5]	LUCK	0
MAG	255	MAG DEF	0		


Absorb	Weak	Invalid	Invalid
Invalid	Invalid	None	None

**IMM** All but Ept., PB., M.B., A.B., M.B.

**DEF EFF** Ept. (180 [Immune]), Zan. (20 [25])

DROP RATIO	128/255 [255/255]
ITEM DROP	Blue Ring x1 [Cerulean Ring x1]
RARE DROP	Blue Ring x1 [Cerulean Ring x1]
STEAL RATIO	64/255 [255/255]
STOLEN ITEM	White Ring x1 [Water Gem x3]
RARE STEAL	White Ring x1 [Water Gem x4]
BRIBE ITEM	Blue Ring x1 [Cerulean Ring x1]
RARE BRIBE	Blue Ring x1 [Short Circuit x1]

### ANGRA MAINYU



**NONE**

**CHAPTERS** 1 2 3 4 5

**WHERE FOUND** Bikanel

LEV	47	HP	333444	MP	9999
EXP	5000	AP	30		

GIL DROP	5000	GIL STEAL	2000
----------	------	-----------	------

STR	73	DEF	97	AGL	68
EVA	0	ACC	2	LUCK	0
MAG	124	MAG DEF	114		


None	None	None	None
None	Invalid	None	None

**IMM** All but PB., M.B., L.C., E.C., A.C.

**DEF EFF** Zan. (255)

DROP RATIO	255/255
ITEM DROP	Ribbon x1
RARE DROP	Ribbon x1
STEAL RATIO	255/255
STOLEN ITEM	Megalixir x1
RARE STEAL	Megalixir x1
BRIBE ITEM	None
RARE BRIBE	None

### ANIMA



**NONE**

**CHAPTERS** 1 2 3 4 5

**WHERE FOUND** Farplane

LEV	43	HP	3600	MP	9999
EXP	6000	AP	15		

GIL DROP	2000	GIL STEAL	4000
----------	------	-----------	------

STR	32	DEF	33	AGL	133
EVA	0	ACC	5	LUCK	0
MAG	84	MAG DEF	42		


Half	Half	Half	Half
Half	Absorb	None	Weak

**IMM** All

**DEF EFF** Zan. (110)

DROP RATIO	255/255
ITEM DROP	Tetra Band x1
RARE DROP	Tetra Band x1
STEAL RATIO	128/255
STOLEN ITEM	Fury Shock x1
RARE STEAL	Fury Shock x1
BRIBE ITEM	None
RARE BRIBE	None

### ANYTHING EATER



**EATER**

**CHAPTERS** 1 2 3 4 5

**WHERE FOUND** Ruin Depths/Via Infinito Floors 75-79

LEV	48 [52]	HP	11600 [36900]	MP	310
EXP	3400 [4800]	AP	1 [2]		

GIL DROP	1500 [1800]	GIL STEAL	2400 [6000]
----------	-------------	-----------	-------------

STR	142 [162]	DEF	24 [64]	AGL	82 [131]
EVA	0	ACC	11 [14]	LUCK	0
MAG	38	MAG DEF	22		

None	None	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Stp., PB., Doom, Del., Pi., M.D.


**DEF EFF** Ept. (130), Zan. (70)

DROP RATIO	255/255
ITEM DROP	Power Gloves x1
RARE DROP	Power Gloves x1 [Power Gloves x2]
STEAL RATIO	128/255
STOLEN ITEM	Mega-Potion x1
RARE STEAL	Mega-Potion x2 [Elixir x1]
BRIBE ITEM	White Lore x3 [Kaiser Knuckles x1]
RARE BRIBE	White Lore x4 [Kaiser Knuckles x1]





### BAHAMUT



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Bevelle

LEV	20	HP	8400	MP	9999
EXP	1300	AP	15		

GIL DROP	1000	GIL STEAL	2200
----------	------	-----------	------

STR	71	DEF	86	AGL	86
EVA	0	ACC	3	LUCK	0
MAG	160	MAG DEF	10		


None	None	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slip., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (100)

DROP RATIO	255/255
ITEM DROP	Gris-Gris Bag x1
RARE DROP	Gris-Gris Bag x1
STEAL RATIO	128/255
STOLEN ITEM	Mute Shock x1
RARE STEAL	Mute Shock x1
BRIBE ITEM	None
RARE BRIBE	None

### BALIVARHA



**RUMINANT**

**CHAPTERS** 3 4 5

**WHERE FOUND** Thunder Plains/Calm Lands/Mt. Gagazet/Various

LEV	28 [34]	HP	3688 [8758]	MP	0
EXP	460 [710]	AP	1 [2]		

GIL DROP	230 [320]	GIL STEAL	520 [1250]
----------	-----------	-----------	------------

STR	47 [48]	DEF	36	AGL	78 [90]
EVA	0	ACC	8 [10]	LUCK	0
MAG	61 [72]	MAG DEF	2		


Absorb	None	None	None
None	None	None	None

**IMM** Poi., [Con.], Cur., Doom

**DEF EFF** Ejt. (22 [32]), Zan. 6 [7]

DROP RATIO	64/255 [255/255]
ITEM DROP	Fire Gem x1 [Fiery Gleam x1]
RARE DROP	Fiery Gleam x1
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x2 [Crimson Ring x1]
RARE STEAL	Fire Gem x2 [Crimson Ring x1]
BRIBE ITEM	NuBlaze Ring x1 [Crystal Bangle x1]
RARE BRIBE	Crimson Ring x1 [Crimson Bangle x1]

### BANDIT



**NONE**

**CHAPTERS** 1 2 3 4

**WHERE FOUND** Moonflow

LEV	9	HP	132	MP	22
EXP	28	AP	1		

GIL DROP	30	GIL STEAL	140
----------	----	-----------	-----

STR	28	DEF	6	AGL	48
EVA	0	ACC	3	LUCK	0
MAG	10	MAG DEF	2		


None	None	None	None
None	None	None	None

**IMM** Cur.

**DEF EFF** None

DROP RATIO	64/255
ITEM DROP	Potion x1
RARE DROP	Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Budget Grenade x2
BRIBE ITEM	Grenade x3
RARE BRIBE	Grenade x4

### BARALAI



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Bevelle

LEV	24	HP	3380	MP	540
EXP	1000	AP	10		

GIL DROP	1300	GIL STEAL	2000
----------	------	-----------	------

STR	71	DEF	54	AGL	135
EVA	33	ACC	4	LUCK	0
MAG	42	MAG DEF	4		


None	None	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Slip., Sil., Con., Ber., Cur., Ejt., Slip., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (100)

DROP RATIO	255/255
ITEM DROP	Pearl Necklace x1
RARE DROP	Pearl Necklace x1
STEAL RATIO	255/255
STOLEN ITEM	Charm Bangle x1
RARE STEAL	Charm Bangle x1
BRIBE ITEM	None
RARE BRIBE	None

### BARALAI



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Mushroom Rock

LEV	52	HP	12220	MP	720
EXP	1200	AP	5		

GIL DROP	200	GIL STEAL	300
----------	-----	-----------	-----

STR	68	DEF	67	AGL	112
EVA	12	ACC	6	LUCK	0
MAG	67	MAG DEF	26		


None	None	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slip., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (160)

DROP RATIO	255/255
ITEM DROP	Crystal Ball x1
RARE DROP	Crystal Ball x1
STEAL RATIO	128/255
STOLEN ITEM	Nature's Lore x1
RARE STEAL	Nature's Lore x1
BRIBE ITEM	None
RARE BRIBE	None

### BARBUTA



**HELM**

**CHAPTERS** 2 3 4 5

**WHERE FOUND** Besaid/Mi'ihen Highroad/Thunder Plains/Macalania/Various

LEV	22 [26]	HP	562 [2144]	MP	13
EXP	42 [75]	AP	1 [2]		

GIL DROP	33 [72]	GIL STEAL	130 [270]
----------	---------	-----------	-----------

STR	31	DEF	5	AGL	52 [57]
EVA	0	ACC	1	LUCK	0
MAG	124 [127]	MAG DEF	5		


None	None	None	Weak
None	None	None	None

**IMM** [Con.], [Ber.], Cur.

**DEF EFF** Ejt. (14 [26]), Zan. (1 [6])

DROP RATIO	128/255 [255/255]
ITEM DROP	Light Curtain x1 [Lunar Curtain x3]
RARE DROP	Light Curtain x2 [Wall Ring x1]
STEAL RATIO	255/255
STOLEN ITEM	Lunar Curtain x1 [Light Curtain x6]
RARE STEAL	Star Curtain x2 [Light Curtain x8]
BRIBE ITEM	Lunar Curtain x12 [Star Bracer x1]
RARE BRIBE	Lunar Curtain x15 [Star Bracer x1]

### BARONG



**BLADE**

**CHAPTERS** 3 5

**WHERE FOUND** Bevelle/Via Infinito Floors 47-49

LEV	33 [41]	HP	2733 [8833]	MP	0
EXP	270 [260]	AP	1 [2]		

GIL DROP	138 [240]	GIL STEAL	430 [830]
----------	-----------	-----------	-----------

STR	43 [48]	DEF	0	AGL	95 [114]
EVA	24 [38]	ACC	3 [4]	LUCK	0
MAG	8	MAG DEF	4		


Weak	None	None	None
None	Invalid	None	None

**IMM** Slip., Sil., Poi., [Con.], [Ber.], Cur., Slw., A.B., M.B., Doom, M.D.

**DEF EFF** Drk. (40 [0]), Ejt. (24 [30]), Zan. (5 [8])

DROP RATIO	64/255 [255/255]
ITEM DROP	Antidote x1 [Angel Earrings x1]
RARE DROP	Angel Earrings x1
STEAL RATIO	255/255 [64/255]
STOLEN ITEM	Phoenix Down x1 [Mortal Shock x1]
RARE STEAL	Phoenix Down x2 [Mortal Shock x1]
BRIBE ITEM	Angle Earrings x1 [Elixir x5]
RARE BRIBE	Angle Earrings x2 [Elixir x6]

### BASCINET



**HELM**

**CHAPTERS** 3 5

**WHERE FOUND** Guadosalam/Mt. Gagazet/Via Infinito Floors 41-43

LEV	33 [41]	HP	1342 [3355]	MP	27
EXP	210 [270]	AP	1 [2]		

GIL DROP	110 [188]	GIL STEAL	260 [483]
----------	-----------	-----------	-----------

STR	44	DEF	7	AGL	67 [80]
EVA	0	ACC	1	LUCK	0
MAG	128 [134]	MAG DEF	8		

None	None	None	None
None	None	None	None


**IMM** [Con.], [Ber.], Cur.

**DEF EFF** Ejt. (16 [30]), Zan. (1 [6])

DROP RATIO	128/255
ITEM DROP	Hi-Potion [Star Curtain x4]
RARE DROP	Hi-Potion x2 [Star Curtain x6]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion [Star Curtain x2]
RARE STEAL	Hi-Potion x2 [Star Curtain x3]
BRIBE ITEM	Wall Ring [Moon Bangle]
RARE BRIBE	Wall Ring [Moon Bangle]



### BATTLESNAKE



**BANDOLEER**

**CHAPTERS** 2 5

**WHERE FOUND** Guadosalam/Via Infinito Floors 13-15

LEV	20	HP	252	MP	0
EXP	12	AP	1		

GIL DROP	40	GIL STEAL	80
----------	----	-----------	----

STR	32	DEF	0	AGL	74
EVA	0	ACC	1	LUCK	0
MAG	2	MAG DEF	0		


	None		None		None
	None		None		None

**IMM** Dth., Pet., Slip., Sil., Poi., Cur., Doom

**DEF EFF** None

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Hi-Potion x1
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Phoenix Down x1
BRIBE ITEM	None
RARE BRIBE	None

### BEHEMOTH



**BEHEMOTH**

**CHAPTERS** 1 2 5

**WHERE FOUND** Zanarkand Ruins/Via Infinito Floors 7-9

LEV	28 [34]	HP	1420 [1491]	MP	280
EXP	102 [180]	AP	1 [2]		

GIL DROP	80 [152]	GIL STEAL	340 [780]
----------	----------	-----------	-----------

STR	48	DEF	85	AGL	68 [88]
EVA	0	ACC	6 [8]	LUCK	0
MAG	4	MAG DEF	2		


	None		None		Absorb
	None		Invalid		None

**IMM** All but Pet., Etl. Slw., PB., MB., AB., LC., E.C., A.C.

**DEF EFF** Pet. (50), Etl. (32 [40]), Zan. (30 [36])

DROP RATIO	32/255 [255/255]
ITEM DROP	Circlet x1 [Yellow Ring x1]
RARE DROP	Yellow Ring x1
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1 [Circlet x1]
RARE STEAL	Electro Marble x2 [Circlet x1] [Short Circuit x1]
BRIBE ITEM	Hypno Crown x1 [Ochre Ring x1]
RARE BRIBE	Hypno Crown x1 [Ochre Ring x1]

### BICOCETTE



**HELM**

**CHAPTERS** 1 2 3 5

**WHERE FOUND** Thunder Plains/Mt. Gagazet/Via Infinito Floors 10-12

LEV	8 [10]	HP	182 [738]	MP	10
EXP	44 [82]	AP	1 [2]		

GIL DROP	18 [34]	GIL STEAL	120 [224]
----------	---------	-----------	-----------

STR	22 [23]	DEF	2	AGL	48 [53]
EVA	0	ACC	1	LUCK	0
MAG	123 [124]	MAG DEF	3		

	None		None		None
	None		None		None

**IMM** [Con.], [Ber.], Cur.

**DEF EFF** Etl. (13[24]), Zan. (1[5])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Light Curtain x2]
RARE DROP	Light Curtain x1 [Light Curtain x3]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Wall Ring x1]
RARE STEAL	Light Curtain x1 [Wall Ring x1]
BRIBE ITEM	Light Curtain x3 [Light Curtain x12]
RARE BRIBE	Light Curtain x6 [Light Curtain x16]

### BIG BULLY CAP



**FUNGUS**

**CHAPTERS** 5

**WHERE FOUND** Bikanel/Via Infinito Floors 50-59

LEV	51 [52]	HP	4880 [5124]	MP	128
EXP	180 [372]	AP	1 [2]		

GIL DROP	48 [98]	GIL STEAL	180 [380]
----------	---------	-----------	-----------

STR	5	DEF	38 [46]	AGL	38 [48]
EVA	0	ACC	1	LUCK	0
MAG	114	MAG DEF	82		


	Weak		None		None
	Absorb		Invalid		None

**IMM** Pet., Slip., Sil., Drk., Poi., Con., Ber. (0), Cur., Sp., Doom (0), Del., Pl., M.D.

**DEF EFF** Dth. (20), Etl. (32 [52]), Zan. (15 [22])

DROP RATIO	128/255 [255/255]
ITEM DROP	Remedy x1 [Remedy x3]
RARE DROP	Remedy x1 [Remedy x3]
STEAL RATIO	128/255 [16/255]
STOLEN ITEM	Black Choker x1
RARE STEAL	Potpouri x1
BRIBE ITEM	Potpouri x1 [Potpourri x3]
RARE BRIBE	Potpouri x2 [Potpourri x4]

### BLACK ELEMENTAL



**ELEMENTAL**

**CHAPTERS** 5

**WHERE FOUND** Via Infinito Floors 40, 81-99

LEV	88 [99]	HP	9999 [10998]	MP	2380
EXP	770 [1200]	AP	1 [2]		

GIL DROP	380 [1200]	GIL STEAL	1000 [1800]
----------	------------	-----------	-------------

STR	11	DEF	255	AGL	255
EVA	0	ACC	3 [4]	LUCK	0
MAG	250	MAG DEF	254		


	None		None		None
	None		Invalid		None

**IMM** All but Etl., PB., AB., LC., E.C., A.C.

**DEF EFF** Etl. (100 [110]), Zan. (30 [40])

DROP RATIO	255/255
ITEM DROP	Mana Tonic x1 [Mana Tonic x2]
RARE DROP	Tetra Gloves x1 [Tetra Guard x1]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Ether x1
RARE STEAL	Rune Bracer x1 [Rune Bracer x2]
BRIBE ITEM	Arcane Lore x1
RARE BRIBE	Arcane Lore x1 [Arcane Lore x2]

### BLACKGUARD



**NONE**

**CHAPTERS** 2 3 4 5

**WHERE FOUND** Moonflow

LEV	16	HP	760	MP	35
EXP	30	AP	1		

GIL DROP	42	GIL STEAL	85
----------	----	-----------	----

STR	42	DEF	10	AGL	58
EVA	0	ACC	0	LUCK	0
MAG	47	MAG DEF	2		

	None		None		None
	None		None		None

**IMM** Cur.

**DEF EFF** None

DROP RATIO	64/255
ITEM DROP	Potion x1
RARE DROP	Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Phoenix Down x2
BRIBE ITEM	Mega Phoenix x1
RARE BRIBE	Mega Phoenix x2

### BLUE ELEMENTAL



**ELEMENTAL**

**CHAPTERS** 2 3 4 5

**WHERE FOUND** Guadosalam/Thunder Plains/Calm Lands/Macalania/Various

LEV	22 [23]	HP	363 [788]	MP	350
EXP	342 [620]	AP	1 [2]		

GIL DROP	180 [290]	GIL STEAL	520 [1000]
----------	-----------	-----------	------------

STR	3	DEF	16 [18]	AGL	63 [69]
EVA	0	ACC	0	LUCK	0
MAG	206	MAG DEF	118		


	Invalid		Invalid		Weak
	Absorb		None		None

**IMM** Pet., Slip., Con., Ber., Cur., [M.B.]

**DEF EFF** Etl. (6 [10]), Zan. (0 [3])

DROP RATIO	128/255 [255/255]
ITEM DROP	Dragon Scale x1 [Water Gem x4]
RARE DROP	Water Gem x1 [Water Gem x5]
STEAL RATIO	255/255
STOLEN ITEM	Dragon Scale x1 [Watery Gloom x1]
RARE STEAL	Water Gem x1 [Watery Gloom x1]
BRIBE ITEM	Water Gem x6 [Gold Hairpin x1]
RARE BRIBE	Water Gem x8 [Gold Hairpin x1]

### BOLT DRAKE



**DRAKE**

**CHAPTERS** 1 2 3 4 5

**WHERE FOUND** Thunder Plains/Bikanel/Mt. Gagazet/Various

LEV	21 [25]	HP	623 [2492]	MP	42
EXP	152 [245]	AP	1 [2]		

GIL DROP	130 [183]	GIL STEAL	430 [760]
----------	-----------	-----------	-----------

STR	42 [46]	DEF	26	AGL	58 [64]
EVA	0	ACC	4 [5]	LUCK	0
MAG	72	MAG DEF	2		


	None		Weak		Invalid
	None		None		None

**IMM** Slip., [Con.], [Ber.], Cur., [P.B.]

**DEF EFF** Dth. (40), Pet. (30), Poi. (20), Etl. (19 [25]), Zan. (5 [6])

DROP RATIO	64/255 [255/255]
ITEM DROP	Hi-Potion x1 [NuShock Ring x1]
RARE DROP	NuShock Ring x1
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Lightning Marble x1 [Lightning Gem x2]
RARE STEAL	Yellow Ring x1 [Lightning Gem x3]
BRIBE ITEM	Lightning Gloom x1 [NuShock Ring x1]
RARE BRIBE	Lightning Gloom x1 [Ochre Ring x1]

### BOMB



**BOMB**

**CHAPTERS** 1 5

**WHERE FOUND** Mt. Gagazet/Via Infinito Floors 4-6

LEV	2 [3]	HP	140 [545]	MP	265
EXP	2 [8]	AP	1 [2]		

GIL DROP	30 [55]	GIL STEAL	110 [230]
----------	---------	-----------	-----------

STR	15 [17]	DEF	12	AGL	48 [53]
EVA	0	ACC	1	LUCK	0
MAG	29	MAG DEF	2		


	Absorb		Weak		None
	Weak		None		None

**IMM** Sp., Con., Ber., Cur.

**DEF EFF** Ejt. (13 [18]), Zan. (2 [3])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Bomb Fragment x3]
RARE DROP	Phoenix Down x1 [Bomb Fragment x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Bomb Fragment x2]
RARE STEAL	Bomb Fragment x1 [Bomb Core x1]
BRIBE ITEM	Fire Gem x3 [Red Ring x1]
RARE BRIBE	Fire Gem x4 [Red Ring x2]

### BORIS



**ARACHNID**

**CHAPTERS** 1 3 5

**WHERE FOUND** Mt. Gagazet/Via Infinito Floors 4-6

LEV	8 [14]	HP	480 [804]	MP	0
EXP	26 [120]	AP	1 [2]		

GIL DROP	300 [3]	GIL STEAL	700 [1000]
----------	---------	-----------	------------

STR	16 [18]	DEF	2	AGL	95 [124]
EVA	0	ACC	3 [4]	LUCK	0
MAG	3	MAG DEF	1		


	Weak		Weak		None
	None		None		None

**IMM** Dth., Sp., Poi., Con., Ber., Cur., Sp., Doom

**DEF EFF** Ejt. (100 [110]), Zan. (45 [50])

DROP RATIO	255/255
ITEM DROP	Star Pendant x1
RARE DROP	Star Pendant x1
STEAL RATIO	255/255 [128/255]
STOLEN ITEM	Remedy x1 [Kinesis Badge x1]
RARE STEAL	Remedy x2 [Kinesis Badge x1]
BRIBE ITEM	Antidote x30 [Star Pendant x1]
RARE BRIBE	Pretty Orb x1 [Star Pendant x1]

### BULLY CAP



**FUNGUS**

**CHAPTERS** 1 2 5

**WHERE FOUND** Mt. Then Highroad/Mushroom Rock/Bikanel/Mt. Gagazet/Various

LEV	8 [10]	HP	94 [376]	MP	83
EXP	26 [58]	AP	1 [2]		

GIL DROP	14 [32]	GIL STEAL	80 [160]
----------	---------	-----------	----------

STR	1	DEF	16	AGL	42 [46]
EVA	0	ACC	0	LUCK	0
MAG	2	MAG DEF	40		


	Weak		None		None
	Half		None		None

**IMM** Sil., Drk., [Con.], Ber. [00], Cur.

**DEF EFF** Dth. (10), Pet. (10), Ejt. (4 [10])

DROP RATIO	128/255 [255/255]
ITEM DROP	Eye Drops x1 [Eye Drops x3]
RARE DROP	Eye Drops x2 [Eye Drops x4]
STEAL RATIO	255/255
STOLEN ITEM	Eye Drops x1 [Eye Drops x2]
RARE STEAL	Eye Drops x1 [Eye Drops x3]
BRIBE ITEM	Eye Drops x10 [Remedy x2]
RARE BRIBE	Remedy x1 [Remedy x2]

### CACTUAR



**CACTUAR**

**CHAPTERS** 1 2 5

**WHERE FOUND** Bikanel/Via Infinito Floors 47-59

LEV	28 [34]	HP	2002 [7777]	MP	120 [777]
EXP	0	AP	2 [3]		

GIL DROP	0	GIL STEAL	None
----------	---	-----------	------

STR	52	DEF	96	AGL	101 [165]
EVA	86 [109]	ACC	12 [15]	LUCK	0
MAG	122	MAG DEF	255		


	None		None		None
	Weak		Invalid		None

**IMM** Pet., Sp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., M.D.

**DEF EFF** Dth. (100), Ejt. (100), Zan. (255)

DROP RATIO	None
ITEM DROP	None
RARE DROP	None
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	None
RARE BRIBE	None

### CANIS MAJOR



**LUPINE**

**CHAPTERS** 3 5

**WHERE FOUND** Bikanel/Via Infinito Floors 36-39

LEV	24 [29]	HP	943 [2458]	MP	8
EXP	158 [270]	AP	1 [2]		

GIL DROP	67 [93]	GIL STEAL	228 [380]
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STR	36 [37]	DEF	9	AGL	103 [124]
EVA	21 [26]	ACC	3 [4]	LUCK	0
MAG	3 [5]	MAG DEF	2		


	None		None		None
	None		None		None

**IMM** Drk., [Con.], [Ber.], Cur.

**DEF EFF** Ejt. (11 [24]), Zan. (1 [6])

DROP RATIO	128/255 [255/255]
ITEM DROP	Hi Potion x1 [Hi Potion x4]
RARE DROP	Hi Potion x2 [Hi Potion x6]
STEAL RATIO	255/255
STOLEN ITEM	Hi Potion x1 [Hi Potion x4]
RARE STEAL	Hi Potion x2 [Hi Potion x3]
BRIBE ITEM	Hi Potion x8 [Haste Ring x1]
RARE BRIBE	Hi Potion x10 [Haste Ring x1]

### CEPHALOTUS



**PLANT**

**CHAPTERS** 3 5

**WHERE FOUND** Besaid/Mt. Then Highroad/Via Infinito Floors 30-32

LEV	23 [25]	HP	1830 [6075]	MP	0
EXP	213 [347]	AP	1 [2]		

GIL DROP	62 [111]	GIL STEAL	220 [450]
----------	----------	-----------	-----------

STR	44 [57]	DEF	0	AGL	71 [76]
EVA	0	ACC	1	LUCK	0
MAG	82 [97]	MAG DEF	4		


	Weak		None		None
	Half		Invalid		None

**IMM** Dth., Drk., Poi., Con., Ber., Cur., M.D.

**DEF EFF** Pet. (50), Ejt. (24 [30]), Zan. (0 [2])

DROP RATIO	128/255 [255/255]
ITEM DROP	Echo Screen x2 [Remedy x3]
RARE DROP	Remedy x1 [Remedy x4]
STEAL RATIO	255/255
STOLEN ITEM	Echo Screen x2 [Remedy x6]
RARE STEAL	Remedy x1 [Remedy x6]
BRIBE ITEM	White Cape x2 [Remedy x80]
RARE BRIBE	White Cape x3 [Remedy x99]

### CHAC



**BASILISK**

**CHAPTERS** 5

**WHERE FOUND** Via Infinito Floors 80-84

LEV	98 [99]	HP	437850 [459743]	MP	820
EXP	2200 [950]	AP	1 [2]		

GIL DROP	750 [2200]	GIL STEAL	3300 [5300]
----------	------------	-----------	-------------

STR	254	DEF	88	AGL	164 [213]
EVA	0	ACC	14 [18]	LUCK	0
MAG	152	MAG DEF	166		


	None		Weak		Absorb
	None		Invalid		None

**IMM** All but Ejt., Delay, Pl.

**DEF EFF** Ejt. (90 [120]), Zan. (90 [120])

DROP RATIO	255/255
ITEM DROP	Shining Gem x1 [Shining Gem x2]
RARE DROP	Pixie Dust x1 [Crystal Ball x1]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Ether x1
RARE STEAL	Ether x2
BRIBE ITEM	Supreme Gem x3 [Supreme Gem x10]
RARE BRIBE	Supreme Gem x6 [Supreme Gem x12]

### CHOCOBO



**NONE**

**CHAPTERS** 1 2

**WHERE FOUND** Besaid/Kilika Island/Djose Highroad/Moonflow/Thunder Plains/Various

LEV	5	HP	368	MP	0
EXP	0	AP	0		

GIL DROP	0	GIL STEAL	None
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STR	32	DEF	24	AGL	53
EVA	0	ACC	12	LUCK	0
MAG	9	MAG DEF	9		

	None		None		None
	None		Invalid		None


**IMM** Dth., Pet., Sp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Ejt. (100), Zan. (30)

DROP RATIO	None
ITEM DROP	None
RARE DROP	None
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	Chocobo Feather x1
RARE BRIBE	Chocobo Wing x1



### CHOCOBO



**NONE**

**CHAPTERS** 3 4 5

**WHERE FOUND** Besaid/Kiika Island/Djose Highroad/Moonflow/Thunder Plains/Various

LEV 34 HP 3890 MP 0  
EXP 0 AP 0

GIL DROP 0 GIL STEAL 0

STR 38 DEF 52 AGL 72  
EVA 33 ACC 28 LUCK 0  
MAG 11 MAG DEF 11


None None None  
None Invalid None

IMM All but Drk., Con., Ejt.

DEF EFF Con. (120), Ejt. (100), Zan. (30)

DROP RATIO None  
ITEM DROP None  
RARE DROP None  
STEAL RATIO None  
STOLEN ITEM None  
RARE STEAL None  
BRIBE ITEM Chocobo Feather x12  
RARE BRIBE Chocobo Wing x4

### CHOCOBO EATER



**EATER**

**CHAPTERS** 2 5

**WHERE FOUND** Mi'Then Highroad/Via Infinito Floors 16-19 (only if defeated at Mi'Then Highroad)

LEV 11 [16] HP 2350 [2993] MP 230  
EXP 350 [680] AP 1 [2]

GIL DROP 500 [700] GIL STEAL 2000 [3000]

STR 92 [101] DEF 27 AGL 72 [94]  
EVA 0 ACC 8 [10] LUCK 0  
MAG 4 MAG DEF 4


Weak None None  
None Invalid None

IMM Dth., Pet., Sp., Drk., Poi., Con., Ber., Cur., Stp., P.B., Doom, Del., Pl., M.D.

DEF EFF Ejt. (100) [110], Zan. (60)

DROP RATIO 255/255  
ITEM DROP Wall Ring x1 [X-Potion x3]  
RARE DROP Wall Ring x1 [X-Potion x5]  
STEAL RATIO 128/255  
STOLEN ITEM X-Potion x1 [Shining Bracer x1]  
RARE STEAL X-Potion x2 [Shining Bracer x2]  
BRIBE ITEM None  
RARE BRIBE None

### CINDY



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

LEV 46 HP 12240 MP 9999  
EXP 3000 AP 8

GIL DROP 1000 GIL STEAL 3000

STR 38 DEF 9 AGL 72  
EVA 4 ACC 4 LUCK 0  
MAG 172 MAG DEF 133


None None None  
None Invalid None

IMM All

DEF EFF Zan. (150)

DROP RATIO 255/255  
ITEM DROP Faerie Earrings x1  
RARE DROP Pixie Dust x1  
STEAL RATIO 128/255  
STOLEN ITEM White Cape x1  
RARE STEAL White Cape x1  
BRIBE ITEM None  
RARE BRIBE None

### CLARET DRAGON



**DRAGON**

**CHAPTERS** 5

**WHERE FOUND** Farplane/Via Infinito Floors 61-64

LEV 45 [52] HP 17320 [18186] MP 378  
EXP 1280 [2213] AP 1 [2]

GIL DROP 780 [1300] GIL STEAL 1830 [1020]

STR 140 [158] DEF 60 [71] AGL 107 [139]  
EVA 0 ACC 4 [5] LUCK 0  
MAG 103 [133] MAG DEF 94


Absorb Absorb Absorb  
Absorb Absorb Absorb

IMM All but Doom

DEF EFF Ejt. (50) [60], Zan. (15) [25]

DROP RATIO 255/255  
ITEM DROP Hi-Potion x2 [Sublimator x1]  
RARE DROP Hi-Potion x3 [Sublimator x1]  
STEAL RATIO 128/255  
STOLEN ITEM Hi-Potion x1 [Ether x2]  
RARE STEAL Ether x1 [Ether x3]  
BRIBE ITEM Sublimator x2 [Black Tome x1]  
RARE BRIBE Sublimator x3 [Black Tome x2]

### COEURL



**COEURL**

**CHAPTERS** 1 2 5

**WHERE FOUND** Besaid/Calm Lands/Via Infinito Floors 7-9

LEV 12 [15] HP 320 [1380] MP 310  
EXP 24 [60] AP 1 [2]

GIL DROP 30 [80] GIL STEAL 240 [520]

STR 19 DEF 32 AGL 72 [79]  
EVA 0 ACC 8 [10] LUCK 0  
MAG 10 MAG DEF 45


None None None  
None Invalid None

IMM Pet., Sp., Ber., Cur., [M.B.], M.B., Pl., M.D.

DEF EFF Dth. (50), Sil. (30) [0], Drk. (100), Poi. (30), Con. (10) [Imm.], Ejt. (18) [20], Zan. (12) [18]

DROP RATIO 182 [255]  
ITEM DROP Potion x2 [Hi-Potion x3]  
RARE DROP Potion x4 [Hi-Potion x4]  
STEAL RATIO 255/255  
STOLEN ITEM Phoenix Down x1 [Phoenix Down x3]  
RARE STEAL Phoenix Down x2 [Phoenix Down x4]  
BRIBE ITEM Farplane Shadow x8 [Angel Earrings x1]  
RARE BRIBE Farplane Shadow x10 [Angel Earrings x2]

### CONCHERER



**HERMIT**

**CHAPTERS** 5

**WHERE FOUND** Via Infinito Floors 60, 81-99

LEV 96 [99] HP 343280 [360444] MP 170  
EXP 6000 [9000] AP 1 [2]

GIL DROP 1200 [3000] GIL STEAL 3000 [6300]

STR 152 DEF 163 AGL 155 [202]  
EVA 0 ACC 8 [10] LUCK 0  
MAG 122 MAG DEF 122


None None None  
None Invalid None

IMM All

DEF EFF Zan. (200) [220]

DROP RATIO 255/255  
ITEM DROP Blessed Gem x1 [Crystal Gloves x1]  
RARE DROP Crystal Gloves x1 [Crystal Gloves x1]  
STEAL RATIO 64/255 [32/255]  
STOLEN ITEM Ether x1  
RARE STEAL Ether x2  
BRIBE ITEM White Lore x28 [Bushido Tome x30]  
RARE BRIBE Bushido Tome x30 [Bushido Tome x40]

### COYOTE



**LUPINE**

**CHAPTERS** 1 2 5

**WHERE FOUND** Besaid/Mushroom Rock/Via Infinito 1-3

LEV 2 [4] HP 74 [296] MP 0  
EXP 3 [10] AP 1 [2]

GIL DROP 10 [30] GIL STEAL 56 [110]

STR 7 [12] DEF 1 AGL 59 [67]  
EVA 1 [2] ACC 3 [4] LUCK 0  
MAG 1 MAG DEF 1


None None None  
None Invalid None

IMM [Con.], [Ber.], Cur.

DEF EFF Ejt. (10) [18], Zan. (1) [5]

DROP RATIO 128/255 [255/255]  
ITEM DROP Potion x1 [Hi-Potion x2]  
RARE DROP Potion x2 [Hi-Potion x3]  
STEAL RATIO 255/255  
STOLEN ITEM Potion x1 [Potion x2]  
RARE STEAL Phoenix Down x1 [Hi-Potion x2]  
BRIBE ITEM Phoenix Down x6 [Mega Phoenix x1]  
RARE BRIBE Phoenix Down x7 [Mega Phoenix x1]

### CREEPER



**VERMIN**

**CHAPTERS** 5

**WHERE FOUND** Fiend Colony/Via Infinito Floors 59-69

LEV 48 [51] HP 1974 [7896] MP 870  
EXP 220 [280] AP 1 [2]

GIL DROP 80 [100] GIL STEAL 300 [600]

STR 18 DEF 25 AGL 112 [123]  
EVA 28 [38] ACC 1 LUCK 0  
MAG 98 MAG DEF 95


None None None  
Absorb Invalid None

IMM [Con.], [Ber.], Cur., M.D.

DEF EFF Ejt. (4) [5], Zan. (2) [4]

DROP RATIO 255/255  
ITEM DROP S-Bomb x1 [S-Bomb x3]  
RARE DROP S-Bomb x2 [S-Bomb x5]  
STEAL RATIO 255/255  
STOLEN ITEM Hi-Potion x1 [Hi-Potion x2]  
RARE STEAL Phoenix Down x1 [Phoenix Down x2]  
BRIBE ITEM S-Bomb x16 [S-Bomb x40]  
RARE BRIBE S-Bomb x20 [S-Bomb x99]

### CRIMSON SHADOW



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Mushroom Rock

LEV	36	HP	2020	MP	114
EXP	340	AP	1		

GIL DROP	30	GIL STEAL	200
----------	----	-----------	-----

STR	44	DEF	42	AGL	52
EVA	13	ACC	2	LUCK	0
MAG	62	MAG DEF	10		


None	None	None	None
None	None	None	None

**IMM** Dth., Pet., Sp., Sil., Drk., Poi., Con., Ber., Cur., Sp., Doom

**DEF EFF** None

DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Hi-Potion x2
STEAL RATIO	128/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Phoenix Down x2
BRIBE ITEM	None
RARE BRIBE	None

### CRITICAL BUG



**VERMIN**

**CHAPTERS** 5

**WHERE FOUND** Via Infinito Floors 85-99

LEV	78 [94]	HP	57234 [60936]	MP	908
EXP	1400 [2800]	AP	1 [2]		

GIL DROP	1000 [2700]	GIL STEAL	2600 [4300]
----------	-------------	-----------	-------------

STR	222	DEF	255	AGL	244 [255]
EVA	10 [13]	ACC	33 [41]	LUCK	0
MAG	102	MAG DEF	102		


None	Invalid [Absorb]	None	None
Invalid [Absorb]	Invalid	Invalid	None

**IMM** Sp., [Con.], [Ber.], Cur., Eit., Slw. (0), Sp. (0), Del., Pl., M.D.

**DEF EFF** Zan. (85 [90])

DROP RATIO	255/255
ITEM DROP	Stamina Spring x2 [Electrocutioner x1]
RARE DROP	Cerulean Ring x1 [Sublimator x1]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Ether x1 [Elixir x1]
RARE STEAL	Ether x2 [Elixir x2]
BRIBE ITEM	Tetra Bracelet x1 [Black Tome x2]
RARE BRIBE	Black Tome x2 [Black Tome x3]

### DAEVA



**SPELL SPINNER**

**CHAPTERS** 3 5

**WHERE FOUND** Kilika Island/Calm Lands/Via Infinito Floors 21-23

LEV	33	HP	3230	MP	4480
EXP	60	AP	1		

GIL DROP	90	GIL STEAL	550
----------	----	-----------	-----

STR	27	DEF	21	AGL	102
EVA	0	ACC	2	LUCK	0
MAG	4	MAG DEF	8		


None	None	None	None
None	None	Invalid	Weak

**IMM** Dth., Pet., Sp., Sil., Poi., Con., Ber., Cur., Sp., Doom, M.D.

**DEF EFF** Eit. (32), Zan. (12)

DROP RATIO	128/255
ITEM DROP	Phoenix Down x1
RARE DROP	Phoenix Down x2
STEAL RATIO	255/255
STOLEN ITEM	Farplane Shadow x1
RARE STEAL	Farplane Shadow x2
BRIBE ITEM	Safety Bit x1
RARE BRIBE	Safety Bit x1

### DARK ELEMENTAL



**ELEMENTAL**

**CHAPTERS** 5

**WHERE FOUND** Farplane, Via Infinito Floors 61-64

LEV	28 [34]	HP	433 [983]	MP	1028
EXP	670 [852]	AP	1 [2]		

GIL DROP	410 [800]	GIL STEAL	880 [1600]
----------	-----------	-----------	------------

STR	8	DEF	18 [20]	AGL	64 [94]
EVA	0	ACC	0	LUCK	0
MAG	225	MAG DEF	123 [133]		


Invalid	Invalid	Invalid	Invalid
Invalid	None	None	None

**IMM** Pet., Sp., Sil., Poi., Con., Ber., Cur., Slw., Sp. (0), [M.B.]

**DEF EFF** Dth. (80), Eit. (6 [10]), Zan. (0 [3])

DROP RATIO	255/255
ITEM DROP	Water Gem x2 [Mystery Veil x1]
RARE DROP	Fire Gem x2 [Mystery Veil x1]
STEAL RATIO	128/255
STOLEN ITEM	Ice Gem x2 [Ice Gem x3]
RARE STEAL	Lightning Gem x3 [Lightning Gem x4]
BRIBE ITEM	Turbo Ether x1 [Turbo Ether x2]
RARE BRIBE	Crystal Ball x2 [Crystal Ball x3]

### DEATH DAUBER



**WASP**

**CHAPTERS** 1 2 5

**WHERE FOUND** Kilika Island/Djose Highroad/Bikanel/Calm Lands/Various

LEV	5 [6]	HP	78 [312]	MP	1
EXP	18 [32]	AP	1 [2]		

GIL DROP	12 [18]	GIL STEAL	70 [130]
----------	---------	-----------	----------

STR	18	DEF	1	AGL	133 [146]
EVA	21 [26]	ACC	12 [15]	LUCK	0
MAG	2	MAG DEF	1		


Weak	Weak	None	None
None	None	None	None

**IMM** [Con.], [Ber.], Cur., [P.B.]

**DEF EFF** Eit. (6 [8]), Zan. (0 [2])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Phoenix Down x2]
RARE DROP	Potion x2 [Phoenix Down x3]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Phoenix Down x2]
RARE STEAL	Phoenix Down x1 [Phoenix Down x3]
BRIBE ITEM	Remedy x2
RARE BRIBE	Silver Glasses x1 [Remedy x2]

### DEEP HAIZHE



**HAIZHE**

**CHAPTERS** 1 2 3 5

**WHERE FOUND** Macalania/Via Infinito Floors 24-26

LEV	20 [24]	HP	1030 [4119]	MP	122
EXP	133 [188]	AP	1 [2]		

GIL DROP	40 [83]	GIL STEAL	152 [300]
----------	---------	-----------	-----------

STR	18	DEF	26	AGL	56 [62]
EVA	0	ACC	3 [4]	LUCK	0
MAG	72	MAG DEF	22		


None	None	None	Weak
None	None	Weak	None

**IMM** Pet., Sp., Sil., Con., [Ber.], Cur., M.B., M.B.

**DEF EFF** Poi. (10 [0]), Eit. (22 [30]), Zan. (3 [6])

DROP RATIO	128/255 [255/255]
ITEM DROP	Hi-Potion x1 [Dragonfly Orb x1]
RARE DROP	Hi-Potion x1 [Dragonfly Orb x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Gold Anklet x1 [Gold Hourglass x1]
RARE STEAL	Dragonfly Orb x1 [Gold Hourglass x1]
BRIBE ITEM	Dragonfly Orb x1 [Kinesis Badge x1]
RARE BRIBE	Dragonfly Orb x1 [Kinesis Badge x2]

### DETONATOR



**BOMB**

**CHAPTERS** 3 5

**WHERE FOUND** Bevelle/Via Infinito Floors 24-26

LEV	24 [29]	HP	1860 [7220]	MP	423
EXP	132 [220]	AP	1 [2]		

GIL DROP	98 [190]	GIL STEAL	330 [650]
----------	----------	-----------	-----------

STR	31	DEF	21	AGL	58 [64]
EVA	0	ACC	1	LUCK	0
MAG	52	MAG DEF	3		


Absorb	Weak	None	None
None	Invalid	None	None

**IMM** Sp., Sil., Con., Ber., Cur., Del., M.D.

**DEF EFF** Dth. (50), Pet. (70), Eit. (13 [18]), Zan. (2 [3])

DROP RATIO	128/255 [255/255]
ITEM DROP	Bomb Core x1 [Candle of Life x4]
RARE DROP	Fire Gem x1 [Candle of Life x6]
STEAL RATIO	255/255
STOLEN ITEM	Bomb Core x1 [Fire Gem x2]
RARE STEAL	Candle of Life x1 [Fire Gem x2]
BRIBE ITEM	Candle of Life x80 [Soul of Thamasa x1]
RARE BRIBE	Candle of Life x99 [Soul of Thamasa x1]

### DINICTUS



**DINOFISH**

**CHAPTERS** 3 5

**WHERE FOUND** Macalania/Ruin Depths/Via Infinito Floors 41-43

LEV	24 [32]	HP	1873 [7792]	MP	0
EXP	187 [370]	AP	1 [2]		

GIL DROP	88 [140]	GIL STEAL	280 [590]
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STR	78 [84]	DEF	22	AGL	68 [78]
EVA	0	ACC	5 [6]	LUCK	0
MAG	114	MAG DEF	0		

None	None	None	Weak
Invalid	Weak	None	None

**IMM** Pet., Sp., [Con.], [Ber.], Cur.

**DEF EFF** Drk. (80 [0]), Poi. (10 [0]), Eit. (14 [18]), Zan. (3 [5])

DROP RATIO	128/255 [255/255]
ITEM DROP	Water Gem x1 [Water Gem x3]
RARE DROP	Water Gem x2 [Water Gem x4]
STEAL RATIO	128/255
STOLEN ITEM	Water Gem x1 [Short Circuit x1]
RARE STEAL	Water Gem x2 [Short Circuit x1]
BRIBE ITEM	Blue Ring x1 [Short Circuit x1]
RARE BRIBE	Cerulean Ring x1 [Short Circuit x2]



### DIVEBEAK



BIRD

CHAPTERS	1	2	5
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WHERE FOUND Mi'ihen Highroad/Calm Lands/Mt. Gagazet/Various

LEV	1 [5]	HP	10 [72]	MP	2
EXP	2 [8]	AP	1 [2]		

GIL DROP	12 [28]	GIL STEAL	60 [180]
----------	---------	-----------	----------

STR	4 [7]	DEF	1	AGL	82 [110]
EVA	33 [41]	ACC	16 [20]	LUCK	0
MAG	1	MAG DEF	2		

	None		None		None
	None		None		None

IMM [Con], [Ber], Cur

DEF EFF Etl. (8 [12]), Zan. (0 [3])

DROP RATIO	96/255 [255/255]
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ITEM DROP	Antidote x1 [Ether x2]
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RARE DROP	Antidote x2 [Ether x3]
-----------	------------------------

STEAL RATIO	255/255
-------------	---------

STOLEN ITEM	Potion x1 [Ether x1]
-------------	----------------------

RARE STEAL	Ether x1 [Ether x2]
------------	---------------------

BRIBE ITEM	Antidote x1 [Ether x1]
------------	------------------------

RARE BRIBE	Ether x1
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### DOLMEN



DOOMSTONE

CHAPTERS	5
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WHERE FOUND Besaid/Kilika Island/Mushroom Rock/Djose Highroad/Farplane/Various

LEV	32	HP	5320	MP	9999
EXP	1130	AP	1		

GIL DROP	320	GIL STEAL	680
----------	-----	-----------	-----

STR	37	DEF	40	AGL	79
EVA	0	ACC	3	LUCK	0
MAG	68	MAG DEF	1		

	Half		Half		Half
	Weak		Invalid		Weak

IMM Dth., Pet., Sp., Sil., Drk., Poi., Con., Cur., Sw., Stp., Doom, M.D.

DEF EFF Etl. (34), Zan. (14)

DROP RATIO	128/255
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ITEM DROP	Hi-Potion x2
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RARE DROP	Gris-Gris Bag
-----------	---------------

STEAL RATIO	255/255
-------------	---------

STOLEN ITEM	Remedy x2
-------------	-----------

RARE STEAL	Remedy x3
------------	-----------

BRIBE ITEM	Gris-Gris-Bag x2
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RARE BRIBE	Black Lore x1
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### DR. GOON



NONE

CHAPTERS	2
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WHERE FOUND Djose Highroad/Guadosalam/Mt. Gagazet

LEV	14	HP	232	MP	41
EXP	10	AP	1		

GIL DROP	50	GIL STEAL	160
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STR	35	DEF	10	AGL	56
EVA	0	ACC	3	LUCK	0
MAG	6	MAG DEF	6		

	None		None		None
	None		None		None

IMM Cur

DEF EFF None

DROP RATIO	128/255
------------	---------

ITEM DROP	Potion x1
-----------	-----------

RARE DROP	Grenade x1
-----------	------------

STEAL RATIO	255/255
-------------	---------

STOLEN ITEM	Budget Grenade x1
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RARE STEAL	Grenade x1
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BRIBE ITEM	S-Bomb x4
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RARE BRIBE	M-Bomb x4
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### DROWSY OCHU



OCHU

CHAPTERS	2	5
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WHERE FOUND Mushroom Rock/Via Infinito Floors 27-29

LEV	18 [26]	HP	2484 [2608]	MP	103
EXP	280 [480]	AP	1 [2]		

GIL DROP	180 [310]	GIL STEAL	700 [1120]
----------	-----------	-----------	------------

STR	36 [42]	DEF	38	AGL	42 [55]
EVA	0	ACC	1	LUCK	0
MAG	17	MAG DEF	13		

	Weak		None		None
	Half		Invalid		None

IMM Dth., Pet., Sil., Drk., Poi., Con., Ber., Cur., Sw., Stp., Doom, Del., Pl., M.D.

DEF EFF Etl. (32 [34]), Zan. (5 [10])

DROP RATIO	255/255
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ITEM DROP	Remedy x2 [Remedy x4]
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RARE DROP	Remedy x3 [Remedy x6]
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STEAL RATIO	128/255 [64/255]
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STOLEN ITEM	Remedy x1 [Beaded Brooch x1]
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RARE STEAL	Remedy x2 [Beaded Brooch x1]
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BRIBE ITEM	None
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RARE BRIBE	None
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### EARTH WORM



WORM

CHAPTERS	5
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WHERE FOUND Farplane/Via Infinito Floors 65-69

LEV	36 [44]	HP	36233 [52545]	MP	95
EXP	2230 [3135]	AP	1 [2]		

GIL DROP	6000	GIL STEAL	1200 [2600]
----------	------	-----------	-------------

STR	122 [142]	DEF	37 [40]	AGL	72 [101]
EVA	0	ACC	1	LUCK	0
MAG	0	MAG DEF	0		

	None		None		None
	Weak		Invalid		None

IMM All but Etl., PB., M.B., A.B., L.C., E.C., A.C.

DEF EFF Poi. (50), Etl. (200 [Immune]), Zan. (38 [80])

DROP RATIO	255/255
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ITEM DROP	Mega-Potion x1 [Mythril Bangle x1]
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RARE DROP	Mega-Potion x1 [Mythril Bangle x1]
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STEAL RATIO	128/255
-------------	---------

STOLEN ITEM	Mega-Potion x1
-------------	----------------

RARE STEAL	Mega-Potion x1
------------	----------------

BRIBE ITEM	Last Elixir x5 [Crystal Bangle x8]
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RARE BRIBE	Last Elixir x20 [Crystal Bangle x10]
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### ELDER DRAKE



DRAKE

CHAPTERS	5
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WHERE FOUND Bevelle

LEV	62 [74]	HP	38500 [42350]	MP	135
EXP	1300 [1800]	AP	1 [2]		

GIL DROP	550 [1600]	GIL STEAL	1400 [2400]
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STR	176 [90]	DEF	48	AGL	118 [142]
EVA	0	ACC	10 [13]	LUCK	0
MAG	133	MAG DEF	244		

	Weak		Weak		Weak
	Weak		Absorb		None

IMM All but Etl., M.B., A.B., M.B., L.C., E.C., A.C.

DEF EFF Etl. (120 [160]), Zan. (28 [60])

DROP RATIO	255/255
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ITEM DROP	Mega-Potion x1 [Mega-Potion x2]
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RARE DROP	Mega-Potion x2 [Mega-Potion x4]
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STEAL RATIO	64/255 [32/255]
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STOLEN ITEM	Turbo Ether x1
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RARE STEAL	Turbo Ether x2
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BRIBE ITEM	Mega-Potion x99 [Arcane Tome x10]
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RARE BRIBE	Arcane Tome x4 [Arcane Tome x12]
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### ELDER ZURVAN



IMP

CHAPTERS	5
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WHERE FOUND Bikanel/Via Infinito Floors 50-59

LEV	35	HP	7520	MP	210
EXP	440	AP	1		

GIL DROP	180	GIL STEAL	440
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STR	25	DEF	17	AGL	63
EVA	4	ACC	1	LUCK	0
MAG	16	MAG DEF	173		

	None		Invalid		Invalid
	Invalid		Invalid		None

IMM Sil., Con., Ber., Cur., Sw., Stp., M.B., Doom, Del., Pl., M.D.

DEF EFF Dth. (100), Pet. (70), Sp. (60), Poi. (60), Etl. (65), Zan. (24)

DROP RATIO	128/255
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ITEM DROP	Holy Water x2
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RARE DROP	Remedy x1
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STEAL RATIO	128/255
-------------	---------

STOLEN ITEM	Remedy x1
-------------	-----------

RARE STEAL	Remedy x1
------------	-----------

BRIBE ITEM	Remedy x99
------------	------------

RARE BRIBE	Remedy x99
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### ELMA



NONE

CHAPTERS	2
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WHERE FOUND Mushroom Rock

LEV	22	HP	1640	MP	450
EXP	200	AP	2		

GIL DROP	230	GIL STEAL	800
----------	-----	-----------	-----

STR	29	DEF	77	AGL	73
EVA	31	ACC	12	LUCK	0
MAG	18	MAG DEF	48		

	None		None		None
	None		Invalid		None

IMM Dth., Pet., Sil., Drk., Poi., Con., Ber., Cur., Etl., Sw., Stp., Doom, Del., Pl., M.D.

DEF EFF Sp. (32), Zan. (10)

DROP RATIO	255/255
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ITEM DROP	Wall Ring x1
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RARE DROP	Wall Ring x1
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STEAL RATIO	128/255
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STOLEN ITEM	Phoenix Down x3
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RARE STEAL	Mega Phoenix x2
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BRIBE ITEM	None
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RARE BRIBE	None
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### ELMA



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Mushroom Rock

LEV	36	HP	4882	MP	870
EXP	1800	AP	2		

GIL DROP	500	GIL STEAL	6000
----------	-----	-----------	------

STR	58	DEF	41	AGL	94
EVA	44	ACC	8	LUCK	0
MAG	56	MAG DEF	80		


None	None	None	None
None	Invalid	Invalid	None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (12)

DROP RATIO	255/255
ITEM DROP	Chocobo Feather x2
RARE DROP	Chocobo Feather x3
STEAL RATIO	255/255
STOLEN ITEM	Healing Spring x2
RARE STEAL	Healing Spring x3
BRIBE ITEM	None
RARE BRIBE	None

### EPITAPH



**DOOMSTONE**

**CHAPTERS** 5

**WHERE FOUND** Fiend Colony/Via Infinito Floors 75-79

LEV	43	HP	17433	MP	9999
EXP	1200	AP	1		

GIL DROP	330	GIL STEAL	500
----------	-----	-----------	-----

STR	56	DEF	122	AGL	134
EVA	0	ACC	2	LUCK	0
MAG	180	MAG DEF	18		


Invalid	Invalid	Invalid	Invalid
Weak	Invalid	Invalid	Weak

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, M.D.

**DEF EFF** Ejt. (48), Zan. (44)

DROP RATIO	255/255
ITEM DROP	Remedy x2
RARE DROP	Remedy x3
STEAL RATIO	255/255
STOLEN ITEM	Remedy x1
RARE STEAL	Remedy x2
BRIBE ITEM	Faerie Earrings x4
RARE BRIBE	Faerie Earrings x5

### EXPERIMENT



**MACHINA**

**CHAPTERS** 5

**WHERE FOUND** Djose Temple

LEV	50	HP	18324	MP	0
EXP	0	AP	40		

GIL DROP	0	GIL STEAL	5000
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STR	215	DEF	100	AGL	68
EVA	0	ACC	0	LUCK	0
MAG	205	MAG DEF	205		


None	None	None	None
None	Invalid	Invalid	None

**IMM** All

**DEF EFF** Zan. (180)

DROP RATIO	255/255
ITEM DROP	Elbir x1
RARE DROP	Elbir x1
STEAL RATIO	255/255
STOLEN ITEM	Turbo Ether x1
RARE STEAL	Turbo Ether x2
BRIBE ITEM	None
RARE BRIBE	None

### FEM-GOON



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Djose Highroad/Guadosalam/Bikanel/Mt. Gagazet

LEV	16	HP	167	MP	172
EXP	10	AP	1		

GIL DROP	70	GIL STEAL	200
----------	----	-----------	-----

STR	26	DEF	8	AGL	62
EVA	0	ACC	4	LUCK	0
MAG	5	MAG DEF	10		


None	None	None	None
None	None	None	None

**IMM** Cur.

**DEF EFF** None

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Hi-Potion x1
STEAL RATIO	255/255
STOLEN ITEM	Potion x1
RARE STEAL	Potion x2
BRIBE ITEM	S-Bomb x4
RARE BRIBE	M-Bomb x4

### FLAILING OCHU



**OCHU**

**CHAPTERS** 3 5

**WHERE FOUND** Zanarkand Ruins/Via Infinito Floors 47-49

LEV	36 [43]	HP	9860 [24650]	MP	85
EXP	977 [1600]	AP	1 [2]		

GIL DROP	430	GIL STEAL	630 [1212]
----------	-----	-----------	------------

STR	57 [63]	DEF	58	AGL	83 [100]
EVA	0	ACC	9 [11]	LUCK	0
MAG	58	MAG DEF	57		


Weak	None	None	None
Half	Invalid	Invalid	None

**IMM** All but Sil, Drk., Poi., Ejt., Slw., P.B., M.B., A.B.

**DEF EFF** Sil. (80 [0]), Drk. (100 [0]), Poi. (254), Ejt. (30 [32]), Zan. (4 [7])

DROP RATIO	128/255 [255/255]
ITEM DROP	Remedy x1 [White Cape x1]
RARE DROP	Ether x1 [White Cape x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Remedy x1 [Mute Shock x1]
RARE STEAL	White Cape x1 [Mute Shock x1]
BRIBE ITEM	Beaded Brooch x1 [Faerie Earrings]
RARE BRIBE	Beaded Brooch x1 [Ribbon x1]

### FLAK PYTHON



**BANDOLEER**

**CHAPTERS** 1 5

**WHERE FOUND** Zanarkand Ruins/Via Infinito Floors 13-15

LEV	7	HP	152	MP	0
EXP	8	AP	1		

GIL DROP	10	GIL STEAL	80
----------	----	-----------	----

STR	18	DEF	0	AGL	42
EVA	0	ACC	1	LUCK	0
MAG	0	MAG DEF	0		


None	None	None	None
None	None	None	None

**IMM** Dth., Pet., Slip., Sil., Poi., Cur., Doom

**DEF EFF** None

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Budget Grenade x2
BRIBE ITEM	None
RARE BRIBE	None

### FLAME DRAGON



**DRAGON**

**CHAPTERS** 1 3 5

**WHERE FOUND** Besaid/Via Infinito Floors 7-9

LEV	16 [21]	HP	980 [1883]	MP	84
EXP	60 [180]	AP	1 [2]		

GIL DROP	300 [350]	GIL STEAL	800 [1600]
----------	-----------	-----------	------------

STR	37	DEF	48	AGL	78 [107]
EVA	0	ACC	4 [5]	LUCK	0
MAG	38	MAG DEF	1		


Half	Weak	None	None
None	Invalid	Invalid	None

**IMM** All but Drk., Poi., Ejt., Slw., P.B., M.B., A.B., M.B., L.C., E.C., Doom.

**DEF EFF** Drk. (50), Ejt. (40 [50]), Zan. (15 [25])

DROP RATIO	255/255
ITEM DROP	Ped Ring x1
RARE DROP	Ped Ring x1
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Hi-Potion x4]
RARE STEAL	Hi-Potion x2 [Hi-Potion x4]
BRIBE ITEM	Fire Gem x30 [NuBlaze Ring x1]
RARE BRIBE	Fire Gem x40 [Crimson Ring x1]

### FLAN AMARILLO



**FLAN**

**CHAPTERS** 2 5

**WHERE FOUND** Bevelle/Mt. Gagazet/Via Infinito Floors 10-12

LEV	18	HP	303 [1172]	MP	322
EXP	82 [152]	AP	1 [2]		

GIL DROP	42 [72]	GIL STEAL	130 [223]
----------	---------	-----------	-----------

STR	14	DEF	14 [17]	AGL	56 [62]
EVA	0	ACC	4 [5]	LUCK	0
MAG	110	MAG DEF	5		

Half	Half	None	Absorb
Weak	None	None	None

**IMM** [Con.], Ber., Cur., [M.B.]

**DEF EFF** Ejt. (12 [18]), Stp. (20), Zan. (2 [4])

DROP RATIO	128/255 [255/255]
ITEM DROP	Electro Marble x2 [Lightning Gem x2]
RARE DROP	Lightning Marble x1 [Lightning Gem x3]
STEAL RATIO	255/255
STOLEN ITEM	Electro Marble x2 [Lightning Gem x2]
RARE STEAL	Lightning Marble x1 [Lightning Gem x3]
BRIBE ITEM	Lightning Gem x3 [NuShock Ring x1]
RARE BRIBE	Lightning Gem x4 [NuShock Ring x1]



### FLAN AZABACHE



#### FLAN

CHAPTERS	1	2	3	4	5
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WHERE FOUND Ruin Depths/Via Infinito Floors 65-69

LEV	47 [56]	HP	7730 [9667]	MP	999
EXP	380 [660]	AP	1 [2]		

GIL DROP	98 [230]	GIL STEAL	630 [1300]
----------	----------	-----------	------------

STR	203	DEF	34	AGL	82 [107]
EVA	0	ACC	4 [5]	LUCK	0
MAG	222	MAG DEF	222		

	Invalid		Invalid		Invalid
	Invalid		Absorb [None]		Invalid

IMM Dth., Pet., Slip., Sil., Drk., Con., Ber., Cur., Slw. (0), Stp. (0), (M.B.), Doom, M.D. (0)

DEF EFF Poi. (100 [0]), Etr. (44 [38]), Zan. (10 [20])

DROP RATIO	255/255
ITEM DROP	Ether x1 [Ether x3]
RARE DROP	Ether x2 [Ether x4]
STEAL RATIO	128/255
STOLEN ITEM	Ether x1
RARE STEAL	Ether x1
BRIBE ITEM	Ether x99 [Turbo Ether x60]
RARE BRIBE	Turbo Ether x40 [Turbo Ether x60]

### FLAN AZUL



#### FLAN

CHAPTERS	1	2	3	4	5
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WHERE FOUND Besaid/Moonflow/Macalania/Various

LEV	4 [7]	HP	55 [220]	MP	87
EXP	5 [24]	AP	1 [2]		

GIL DROP	20 [63]	GIL STEAL	104 [200]
----------	---------	-----------	-----------

STR	4	DEF	10 [14]	AGL	53 [58]
EVA	0	ACC	4 [5]	LUCK	0
MAG	98	MAG DEF	2		

	Half		Half		Weak
	Absorb		None		None

IMM [Con.], [Ber.], Cur., [M.B.]

DEF EFF Etr. (12 [18]), Zan. (2 [4])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Fish Scale x2]
RARE DROP	Fish Scale x1 [Fish Scale x2]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Fish Scale x2]
RARE STEAL	Fish Scale x1 [Dragon Scale x2]
BRIBE ITEM	Fish Scale x2 [Water Gem x2]
RARE BRIBE	Fish Scale x3 [Water Gem x2]

### FLAN PALIDO



#### FLAN

CHAPTERS	1	2	3	4	5
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WHERE FOUND Mi'Then Highroad/Mt. Gagazet/Via Infinito Floors 13-15

LEV	12 [15]	HP	188 [851]	MP	222
EXP	24 [73]	AP	1 [2]		

GIL DROP	30 [82]	GIL STEAL	160 [260]
----------	---------	-----------	-----------

STR	3	DEF	21 [23]	AGL	54 [59]
EVA	0	ACC	4 [5]	LUCK	0
MAG	102	MAG DEF	4		

	Weak		Absorb		Half
	Half		None		None

IMM [Con.], [Ber.], Cur., [M.B.]

DEF EFF Etr. (12 [18]), Zan. (2 [4])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [H-Potion x3]
RARE DROP	Antarctic Wind x1 [Antarctic Wind x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [H-Potion x2]
RARE STEAL	Antarctic Wind x1 [Arctic Wind x3]
BRIBE ITEM	Antarctic Wind x8 [Ice Gem x6]
RARE BRIBE	Antarctic Wind x8 [Ice Gem x8]

### FLAN ROJO



#### FLAN

CHAPTERS	1	2	3	4	5
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WHERE FOUND Mi'Then Highroad/Thunder Plains/Calm Lands/Via Infinito Floors 36-39

LEV	28 [34]	HP	1220 [3050]	MP	674
EXP	320 [520]	AP	1 [2]		

GIL DROP	125 [520]	GIL STEAL	330 [600]
----------	-----------	-----------	-----------

STR	11	DEF	1 [5]	AGL	56 [67]
EVA	0	ACC	4 [5]	LUCK	0
MAG	104	MAG DEF	10		

	Absorb		Weak		Half
	Half		Half		Half

IMM [Con.], [Ber.], Cur., [M.B.]

DEF EFF Etr. (14 [22]), Stp. (40), Zan. (2 [4])

DROP RATIO	128/255 [255/255]
ITEM DROP	Bomb Core x1 [Fire Gem x3]
RARE DROP	Fire Gem x1 [Fire Gem x4]
STEAL RATIO	255/255
STOLEN ITEM	Bomb Core x1 [Red Ring x1]
RARE STEAL	Fire Gem x1 [Red Ring x1]
BRIBE ITEM	Fire Gem x12 [Crimson Ring x1]
RARE BRIBE	Fire Gem x14 [Crimson Ring x1]

### FLY EYE



#### EVIL EYE

CHAPTERS	1	2	3	4	5
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WHERE FOUND Mi'Then Highroad/Bikanel/Mt. Gagazet/Others

LEV	12 [14]	HP	258 [1032]	MP	52
EXP	24	AP	1 [2]		

GIL DROP	20 [40]	GIL STEAL	120 [240]
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STR	10	DEF	22	AGL	48 [53]
EVA	13 [16]	ACC	4 [5]	LUCK	0
MAG	2	MAG DEF	3		

	None		None		None
	None		None		None

IMM [Con.], [Ber.], Cur.

DEF EFF Etr. (13 [21]), Zan. (1 [4])

DROP RATIO	128/255 [255/255]
ITEM DROP	Phoenix Down x1 [Phoenix Down x3]
RARE DROP	Black Choker x1 [Phoenix Down x4]
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1 [Phoenix Down x3]
RARE STEAL	Phoenix Down x1 [Phoenix Down x4]
BRIBE ITEM	Remedy x1 [Phoenix Down x60]
RARE BRIBE	Remedy x2 [Phoenix Down x80]

### GARIK RONSO



#### NONE

CHAPTERS	1	2	3	4	5
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WHERE FOUND Mt. Gagazet

LEV	33	HP	6880	MP	238
EXP	380	AP	3		

GIL DROP	90	GIL STEAL	130
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STR	43	DEF	56	AGL	102
EVA	0	ACC	2	LUCK	0
MAG	34	MAG DEF	3		

	None		None		None
	None		Invalid		None

IMM Dth., Pet., Slip., Sil., Ber., Cur., Etr., Slw., Stp., Doom, Del., Pl., M.D.

DEF EFF Drk. (20), Poi. (20), Zan. (20)

DROP RATIO	128/255
ITEM DROP	Shining Bracer x1
RARE DROP	Shining Bracer x1
STEAL RATIO	64/255
STOLEN ITEM	Icy Gleam x1
RARE STEAL	Icy Gleam x1
BRIBE ITEM	None
RARE BRIBE	None

### GECKO



#### REPTILE

CHAPTERS	1	2	3	4	5
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WHERE FOUND Zanarkand Ruins/Via Infinito Floors 4-6

LEV	10 [11]	HP	228 [911]	MP	10
EXP	22 [48]	AP	1 [2]		

GIL DROP	18 [33]	GIL STEAL	72 [138]
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STR	42	DEF	3	AGL	77 [85]
EVA	7 [9]	ACC	8 [10]	LUCK	0
MAG	8 [10]	MAG DEF	3		

	None		Weak		None
	None		None		None

IMM Slip., [Con.], [Ber.], Cur.

DEF EFF Etr. (12 [28]), Zan. (1 [5])

DROP RATIO	128/255 [255/255]
ITEM DROP	Antidote x1 [Remedy x3]
RARE DROP	Antidote x2 [Remedy x4]
STEAL RATIO	255/255
STOLEN ITEM	Antidote x1 [Remedy x3]
RARE STEAL	Antidote x2 [Remedy x4]
BRIBE ITEM	Antidote x30 [Remedy x4]
RARE BRIBE	Antidote x40 [Remedy x4]

### GEMINI



#### IRON GIANT

CHAPTERS	1	2	3	4	5
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WHERE FOUND Besaid/Thunder Plains/Mt. Gagazet/Via Infinito Floors 21-23

LEV	28 [34]	HP	2044 [2046]	MP	0
EXP	275 [420]	AP	1 [2]		

GIL DROP	153 [276]	GIL STEAL	530 [1130]
----------	-----------	-----------	------------

STR	87	DEF	0 [1]	AGL	79 [103]
EVA	0	ACC	1	LUCK	0
MAG	200	MAG DEF	120		


	None		None		None
	None		Invalid		None

IMM Dth., Pet., Slip., Sil., Cur., Slw., Stp., Doom, M.D.

DEF EFF Drk. (100), Con. (80 [Immune]), Ber. (60 [Immune]), Etr. (28 [40]), Zan. (8 [12])

DROP RATIO	128/255 [255/255]
ITEM DROP	Light Curtain x2 [Light Curtain x3]
RARE DROP	Wall Ring x1
STEAL RATIO	64/255 [255/255]
STOLEN ITEM	Lunar Curtain x2 [Lunar Curtain x8]
RARE STEAL	Wall Ring x1 [Lunar Curtain x10]
BRIBE ITEM	Wall Ring x1 [Shining Bracer x2]
RARE BRIBE	Wall Ring x1 [Shining Bracer x2]

### GEORAPELLA



**GEO**

**CHAPTERS** 2 3 5

**WHERE FOUND** Bevelle

**LEV** 17 [24] **HP** 4420 [6641] **MP** 9999  
**EXP** 800 [1600] **AP** 1 [2]

**GIL DROP** 1000 [1500] **GIL STEAL** 1300 [3000]

**STR** 62 **DEF** 1 [12] **AGL** 74 [96]  
**EVA** 0 **ACC** 0 **LUCK** 0  
**MAG** 38 **MAG DEF** 62


None None None  
None None Invalid Weak

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Ejl., Stp., [P.B.], Doom

**DEF EFF** Zan. (80)

**DROP RATIO** 255/255  
**ITEM DROP** NullTide Ring x1 [Water Gem x3]  
**RARE DROP** NullTide Ring x1 [Water Gem x4]  
**STEAL RATIO** 128/255 [255/255]  
**STOLEN ITEM** Water Gem x1 [Short Circuit x1]  
**RARE STEAL** Water Gem x2 [Short Circuit x1]  
**BRIBE ITEM** None  
**RARE BRIBE** None

### GIGAS



**OGRE**

**CHAPTERS** 3 4 5

**WHERE FOUND** Thunder Plains/Bikanel/Ruin Depths/Various

**LEV** 22 [26] **HP** 2290 [9360] **MP** 22  
**EXP** 884 [1020] **AP** 1 [2]

**GIL DROP** 180 [600] **GIL STEAL** 440 [830]

**STR** 54 **DEF** 8 **AGL** 80 [88]  
**EVA** 0 **ACC** 2 [3] **LUCK** 0  
**MAG** 18 **MAG DEF** 4


None None None None  
None None Weak None

**IMM** Slip., Drk., Con., Ber., Cur., Stp.

**DEF EFF** Dth. (80), Pet. (25), Ejl. (14 [20]), Zan. (3 [4])

**DROP RATIO** 64/255 [255/255]  
**ITEM DROP** None [Muscle Belt x1]  
**RARE DROP** Muscle Belt x1  
**STEAL RATIO** 128/255 [255/255]  
**STOLEN ITEM** Hi-Potion x1 [X-Potion x1]  
**RARE STEAL** Potpourri [X-Potion x2]  
**BRIBE ITEM** Champion Belt x1 [Power Gloves x1]  
**RARE BRIBE** Champion Belt x1 [Kaiser Knuckles x1]

### GIPPAL



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Mushroom Rock

**LEV** 56 **HP** 14800 **MP** 235  
**EXP** 1200 **AP** 5

**GIL DROP** 5000 **GIL STEAL** 15000

**STR** 73 **DEF** 55 **AGL** 118  
**EVA** 23 **ACC** 6 **LUCK** 0  
**MAG** 68 **MAG DEF** 33


None None None None  
None None Invalid None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Ejl., Sw., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (160)

**DROP RATIO** 255/255  
**ITEM DROP** Kaiser Knuckles x1  
**RARE DROP** Kaiser Knuckles x1  
**STEAL RATIO** 128/255  
**STOLEN ITEM** White Lore x1  
**RARE STEAL** White Lore x1  
**BRIBE ITEM** None  
**RARE BRIBE** None

### GOLD ELEMENTAL



**ELEMENTAL**

**CHAPTERS** 1 2 3 5

**WHERE FOUND** Djose Temple/Thunder Plains/Macalania/Various

**LEV** 9 [11] **HP** 99 [336] **MP** 330  
**EXP** 28 [52] **AP** 1 [2]

**GIL DROP** 25 [43] **GIL STEAL** 110 [220]

**STR** 1 **DEF** 21 **AGL** 76 [84]  
**EVA** 0 **ACC** 0 **LUCK** 0  
**MAG** 192 [205] **MAG DEF** 111


Absorb Weak Invalid Invalid None None None

**IMM** Pet., Slip., Con., Ber., Cur., [M.B.]

**DEF EFF** Ejl. (6 [10]), Zan. (0 [3])

**DROP RATIO** 128/255 [255/255]  
**ITEM DROP** Electro Marble x1 [Lightning Marble x2]  
**RARE DROP** Electro Marble x2 [Lightning Marble x3]  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Electro Marble x1 [Lightning Marble x2]  
**RARE STEAL** Electro Marble x2 [Lightning Marble x3]  
**BRIBE ITEM** Lightning Gem x2 [Lightning Gem x4]  
**RARE BRIBE** Yellow Ring x1

### GOON



**NONE**

**CHAPTERS** 1

**WHERE FOUND** Luca/Mt. Gagazet

**LEV** 1 **HP** 13 (29 Luca) **MP** 8  
**EXP** 1 **AP** 1

**GIL DROP** 30 **GIL STEAL** 200

**STR** 7 **DEF** 1 **AGL** 47  
**EVA** 0 **ACC** 3 **LUCK** 0  
**MAG** 4 **MAG DEF** 4


None None None None  
None None None None

**IMM** Cur.

**DEF EFF** None

**DROP RATIO** 128/255  
**ITEM DROP** Potion x1  
**RARE DROP** Phoenix Down x1  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Budget Grenade x1  
**RARE STEAL** Phoenix Down x1  
**BRIBE ITEM** Budget Grenade x1  
**RARE BRIBE** Phoenix Down x1

### GREAT HAUNT



**REVENANT**

**CHAPTERS** 5

**WHERE FOUND** Bikanel/Via Infinito Floors 50-59

**LEV** 46 **HP** 8483 **MP** 720  
**EXP** 120 **AP** 1

**GIL DROP** 210 **GIL STEAL** 600

**STR** 26 **DEF** 55 **AGL** 61  
**EVA** 0 **ACC** 1 **LUCK** 0  
**MAG** 142 **MAG DEF** 2


Varies None None None  
Varies None Invalid Weak

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Ejl. (30), Zan. (10)

**DROP RATIO** 128/255  
**ITEM DROP** Ether x1  
**RARE DROP** Ether x1  
**STEAL RATIO** 128/255  
**STOLEN ITEM** Mana Spring x1  
**RARE STEAL** Soul Spring x1  
**BRIBE ITEM** Gold Hairpin x3  
**RARE BRIBE** Gold Hairpin x3

### GREAT MALBORO



**MALBORO**

**CHAPTERS** 5

**WHERE FOUND** Farplane/Via Infinito Floors 70-74

**LEV** 42 [51] **HP** 12988 [19937] **MP** 152  
**EXP** 2235 [3860] **AP** 1 [2]

**GIL DROP** 1200 [1500] **GIL STEAL** 1600 [3300]

**STR** 53 **DEF** 68 **AGL** 81 [105]  
**EVA** 0 **ACC** 3 [4] **LUCK** 0  
**MAG** 16 **MAG DEF** 12

None None None None  
None None Invalid None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Sw., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Ejl. (40 [44]), Zan. (46 [55])

**DROP RATIO** 255/255  
**ITEM DROP** Remedy x2 [Beaded Brooch x1]  
**RARE DROP** Remedy x3 [Beaded Brooch x1]  
**STEAL RATIO** 128/255  
**STOLEN ITEM** Dispel Tonic x1 [Remedy x2]  
**RARE STEAL** Dispel Tonic x1 [Remedy x3]  
**BRIBE ITEM** White Lore x2 [White Tome x2]  
**RARE BRIBE** White Lore x2 [White Tome x2]

### GREATER DRAKE



**DRAKE**

**CHAPTERS** 3 5

**WHERE FOUND** Djose Temple/Mt. Gagazet/Ruin Depths/Various

**LEV** 23 [27] **HP** 1819 [6658] **MP** 103 [107]  
**EXP** 320 [470] **AP** 1 [2]

**GIL DROP** 140 [210] **GIL STEAL** 630 [1300]

**STR** 47 [48] **DEF** 36 [90] **AGL** 72 [80]  
**EVA** 0 **ACC** 4 [5] **LUCK** 0  
**MAG** 88 [102] **MAG DEF** 3 [37]

Invalid Weak None None  
None None None None

**IMM** Slip., Sil., Drk., Poi., Con., Ber., Cur., Sw., [P.B.]

**DEF EFF** Dth. (50), Pet. (30), Ejl. (19 [25]), Zan. (5 [6])

**DROP RATIO** 64/255 [255/255]  
**ITEM DROP** Fire Gem x1 [NullBlaze Ring x1]  
**RARE DROP** NullBlaze Ring x1  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Fire Gem x1 [Fire Gem x3]  
**RARE STEAL** Fire Gem x2 [Fire Gem x10]  
**BRIBE ITEM** NullBlaze Ring x1 [Sublimator x2]  
**RARE BRIBE** NullBlaze Ring x1 [Sublimator x3]



### GRIM GAZE



#### EVIL EYE

CHAPTERS	1	2	3	4	5
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WHERE FOUND Calm Lands/Mt. Gagaze/Via Infinito Floors 41-43

LEV	33 [41]	HP	1720 [4223]	MP	388
EXP	244 [380]	AP	1 [2]		

GIL DROP	130 [220]	GIL STEAL	330 [650]
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STR	31	DEF	21	AGL	62 [79]
EVA	27 [59]	ACC	4 [5]	LUCK	0
MAG	5	MAG DEF	8		

	None		None		None
	None		Invalid		None

IMM Con., Ber., Cur., Slw. (0), Stp. (0), M.D.

DEF EFF Ejt. (15 [23]), Zan. (1 [4])

DROP RATIO 128/255 [255/255]

ITEM DROP Phoenix Down x1 [Remedy x3]

RARE DROP Holy Water x1 [Remedy x4]

STEAL RATIO 255/255

STOLEN ITEM Phoenix Down x1 [Pixie Dust x1]

RARE STEAL Remedy x1 [Pixie Dust x1]

BRIBE ITEM Silver Glasses x1 [Elixir x4]

RARE BRIBE Silver Glasses x1 [Elixir x4]

### GUARD MACHINA



#### MACHINA

CHAPTERS	1	2	3	4	5
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WHERE FOUND Bikanel/Via Infinito Floors 27-29

LEV	24	HP	2460	MP	0
EXP	85	AP	1		

GIL DROP	40	GIL STEAL	80
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STR	25	DEF	0	AGL	50
EVA	0	ACC	0	LUCK	0
MAG	20	MAG DEF	0		

	None		None		Absorb
	None		None		None

IMM Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Doom

DEF EFF Ejt. (18)

DROP RATIO 128/255

ITEM DROP Budget Grenade x1

RARE DROP Darkness Grenade x1

STEAL RATIO 128/255

STOLEN ITEM Budget Grenade x1

RARE STEAL Darkness Grenade x1

BRIBE ITEM None

RARE BRIBE None

### GUARDIAN BEAST



#### SACRED BEAST

CHAPTERS	1	2	3	4	5
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WHERE FOUND Zanarkand Ruins/Via Infinito Floors 7-9

LEV	18 [26]	HP	2886 [4030]	MP	1000
EXP	170 [380]	AP	1 [2]		

GIL DROP	200 [380]	GIL STEAL	1500 [3200]
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STR	65 [75]	DEF	46	AGL	112 [146]
EVA	0	ACC	6 [8]	LUCK	0
MAG	60	MAG DEF	3		

	Weak		Weak		Weak
	Weak		Invalid		Weak

IMM Dth., Pet., Slp., Sil., Poi., Con., Cur., Stp., Doom (0), Del., Pl., M.D.

DEF EFF Drk. (50), Ber. (60 [Immune]), Ejt. (200), Zan. (80 [100])

DROP RATIO 255/255

ITEM DROP Amulet x1 [Pixie Dust x1]

RARE DROP Amulet x1 [Pixie Dust x1]

STEAL RATIO 128/255 [255/255]

STOLEN ITEM Defense Veil x1 [Mystery Veil x1]

RARE STEAL Defense Veil x1 [Mystery Veil x1]

BRIBE ITEM Oath Veil x1

RARE BRIBE Oath Veil x1 [Oath Veil x2]

### GUCUMATZ



#### BASILISK

CHAPTERS	1	2	3	4	5
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WHERE FOUND Mushroom Rock/Thunder Plains/Bikanel/Zanarkand Ruins/Various

LEV	34 [41]	HP	3720 [13820]	MP	140
EXP	410 [780]	AP	1 [2]		

GIL DROP	173 [340]	GIL STEAL	680 [1000]
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STR	46	DEF	10 [53]	AGL	67 [74]
EVA	0	ACC	3 [4]	LUCK	0
MAG	93	MAG DEF	32		

	None		Weak		None
	None		Invalid		None

IMM Dth., Pet., Slp., Poi., Con., Cur., Slw., P.B., M.B., Doom, M.D.

DEF EFF Ber. (60 [Immune]), Ejt. (25 [30]), Zan. (7 [8])

DROP RATIO 128/255 [255/255]

ITEM DROP Soft x2 [Gold Anklet x1]

RARE DROP Soft x4 [Gold Anklet x1]

STEAL RATIO 128/255 [255/255]

STOLEN ITEM Soft x2 [Mana Tablet x2]

RARE STEAL Gold Anklet x4 [Mana Tablet x3]

BRIBE ITEM Stone Shock x1 [Stone Shock x6]

RARE BRIBE Stone Shock x1 [Stone Shock x8]

### GUG



#### OGRE

CHAPTERS	1	2	3	4	5
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WHERE FOUND Farplane/Via Infinito Floors 70-74

LEV	39 [47]	HP	6433 [16300]	MP	67
EXP	1130 [1555]	AP	1 [2]		

GIL DROP	600	GIL STEAL	1520 [3300]
----------	-----	-----------	-------------

STR	58 [61]	DEF	9	AGL	83 [110]
EVA	0	ACC	2 [3]	LUCK	0
MAG	32	MAG DEF	4		

	None		None		None
	None		Weak		None

IMM Dth., Slp., Drk., Con., Ber., Cur., Stp., Doom

DEF EFF Pet. (60), Ejt. (18 [24]), Zan. (4 [6])

DROP RATIO 64/255 [255/255]

ITEM DROP Phoenix Down x1 [Hyper Wrist x1]

RARE DROP Power Wrist x1 [Hyper Wrist x1]

STEAL RATIO 128/255 [255/255]

STOLEN ITEM Hi-Potion x2 [Hi-Potion x3]

RARE STEAL Hi-Potion x3 [Hi-Potion x4]

BRIBE ITEM Power Gloves x1 [Sword Tome x1]

RARE BRIBE Kaiser Knuckles x1 [Sword Tome x2]

### HAIZHE



#### HAIZHE

CHAPTERS	1	2	3	4	5
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WHERE FOUND Macalania/Via Infinito Floors 16-19

LEV	16 [19]	HP	653 [2612]	MP	0
EXP	48 [90]	AP	1 [2]		

GIL DROP	22 [52]	GIL STEAL	80 [150]
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STR	38	DEF	21	AGL	84 [92]
EVA	0	ACC	3 [4]	LUCK	0
MAG	12	MAG DEF	20		

	None		None		Weak
	None		Weak		None

IMM Pet., Slp., Sil., [Con.], [Ber.], Cur., M.B., M.B.

DEF EFF Drk. (20 [80]), Poi. (10 [80]), Ejt. (22 [30]), Zan. (3 [6])

DROP RATIO 128/255 [255/255]

ITEM DROP Potion x1 [Pretty Orb x1]

RARE DROP Phoenix Down x1 [Pretty Orb x1]

STEAL RATIO 128/255 [255/255]

STOLEN ITEM Phoenix Down x1 [Silver Hourglass x1]

RARE STEAL Pretty Orb x1 [Silver Hourglass x2]

BRIBE ITEM Pretty Orb x1 [Kinesis Badge x1]

RARE BRIBE Pretty Orb x1 [Kinesis Badge x2]

### HAUNT



#### REVENANT

CHAPTERS	1	2	3	4	5
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WHERE FOUND Besaid/Kilika Island/Djose Highroad/Bikanel/Various

LEV	35	HP	813	MP	433
EXP	108	AP	1		

GIL DROP	120	GIL STEAL	280
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STR	8	DEF	33	AGL	63
EVA	0	ACC	2	LUCK	0
MAG	83	MAG DEF	48		

	Changes		Changes		Changes
	Changes		Invalid		Weak

IMM Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Stp., Doom

DEF EFF Ejt. (22), Zan. (6)

DROP RATIO 64/255

ITEM DROP Water Ring x1

RARE DROP Twist Headband x1

STEAL RATIO 255/255

STOLEN ITEM Arctic Wind x1

RARE STEAL Water Gem x1

BRIBE ITEM Star Pendant x1

RARE BRIBE Star Pendant x1

### HEAVY SALLET



#### HELM

CHAPTERS	1	2	3	4	5
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WHERE FOUND Bikanel/Via Infinito Floors 50-59

LEV	31 [37]	HP	11200 [12915]	MP	0
EXP	380 [640]	AP	1 [2]		

GIL DROP	110 [180]	GIL STEAL	480 [620]
----------	-----------	-----------	-----------

STR	71	DEF	4	AGL	82 [107]
EVA	0	ACC	2 [3]	LUCK	0
MAG	223 [254]	MAG DEF	18 [22]		

	None		None		None
	None		None		None

IMM Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Stp. (0), Doom, Del., Pl., M.D.

DEF EFF Ejt. (42[58]), Zan. (38[40])

DROP RATIO 128/255 [255/255]

ITEM DROP Light Curtain x2 [Light Curtain x4]

RARE DROP Star Curtain x2 [Star Curtain x5]

STEAL RATIO 128/255


STOLEN ITEM Lunar Curtain x2 [Lunar Curtain x3]

RARE STEAL Star Curtain x2 [Star Curtain x3]

BRIBE ITEM Shining Bracer x2 [Defense Bracer x3]

RARE BRIBE Shining Bracer x3 [Defense Bracer x3]

### HEXAPOD



**VERMIN**

**CHAPTERS** 5

**WHERE FOUND** Fiend Colony/Via Infinito Floors 59-69

LEV	47 [54]	HP	2805 [11220]	MP	980
EXP	220 [280]	AP	1 [2]		

GIL DROP	80 [100]	GIL STEAL	300 [600]
----------	----------	-----------	-----------

STR	24 [26]	DEF	29	AGL	75 [83]
EVA	30 [38]	ACC	1	LUCK	0
MAG	97	MAG DEF	100		


None	Absorb	None	None
None	Invalid	None	None

**IMM** [Con.], [Ber.], Cur., Doom, M.D.

**DEF EFF** None

DROP RATIO	255/255
ITEM DROP	L-Bomb x1 [L-Bomb x3]
RARE DROP	L-Bomb x2 [L-Bomb x5]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Hi-Potion x2]
RARE STEAL	Remedy x1 [Remedy x2]
BRIBE ITEM	L-Bomb x16 [L-Bomb x40]
RARE BRIBE	L-Bomb x20 [L-Bomb x39]

### HRIMTHURS



**OGRE**

**CHAPTERS** 1 2 5

**WHERE FOUND** Bikanel/Via Infinito Floors 10-12

LEV	18 [22]	HP	552 [2208]	MP	11
EXP	74 [120]	AP	1 [2]		

GIL DROP	44 [72]	GIL STEAL	140 [228]
----------	---------	-----------	-----------

STR	52 [55]	DEF	4	AGL	52 [57]
EVA	0	ACC	2 [3]	LUCK	0
MAG	12	MAG DEF	2		


None	None	None	None
None	Weak	None	None

**IMM** Slip., Con., [Ber.], Cur.

**DEF EFF** Ejt. (12 [14]), Zan. (1 [2])

DROP RATIO	128/255 [255/255]
ITEM DROP	Phoenix Down x1 [Mega Phoenix x1]
RARE DROP	Phoenix Down x2 [Mega-Potion x1]
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1 [Mega-Potion x1]
RARE STEAL	Phoenix Down x2 [Mega-Potion x2]
BRIBE ITEM	Phoenix Down x6 [Power Gloves x1]
RARE BRIBE	Phoenix Down x8 [Power Gloves x1]

### HUG BUG



**VERMIN**

**CHAPTERS** 5

**WHERE FOUND** Fiend Colony/Via Infinito Floors 59-69

LEV	49 [52]	HP	2350 [9400]	MP	950
EXP	220 [280]	AP	1 [2]		

GIL DROP	80 [100]	GIL STEAL	300 [600]
----------	----------	-----------	-----------

STR	24	DEF	27	AGL	112 [123]
EVA	28 [38]	ACC	1	LUCK	0
MAG	96	MAG DEF	97		


None	None	None	Absorb
None	Invalid	None	None

**IMM** [Con.], [Ber.], Cur., M.D.

**DEF EFF** Ejt. (4 [5]), Zan. (2 [4])

DROP RATIO	255/255
ITEM DROP	M-Bomb x1 [M-Bomb x3]
RARE DROP	M-Bomb x2 [M-Bomb x5]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Hi-Potion x2]
RARE STEAL	Phoenix Down x1 [Phoenix Down x2]
BRIBE ITEM	M-Bomb x16 [M-Bomb x40]
RARE BRIBE	M-Bomb x20 [M-Bomb x39]

### HUMBABA



**BEHEMOTH**

**CHAPTERS** 5

**WHERE FOUND** Thunder Plains/Via Infinito Floors 36-39

LEV	52 [62]	HP	2772 [30163]	MP	785
EXP	1800 [2300]	AP	1 [2]		

GIL DROP	550 [700]	GIL STEAL	1800 [3600]
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STR	93	DEF	13	AGL	87 [113]
EVA	0	ACC	6 [8]	LUCK	0
MAG	7	MAG DEF	11		


None	None	None	Absorb
None	Invalid	None	None

**IMM** All but Ejt., PB., MB., AB., MB., LC., E.C., A.C.

**DEF EFF** Ejt. (48 [46]), Zan. (33 [38])

DROP RATIO	128/255 [255/255]
ITEM DROP	Hi-Potion x4 [Ochre Ring x1]
RARE DROP	NuShock Ring x1 [Ochre Ring x1]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Hi-Potion x2 [Tetra Guard x1]
RARE STEAL	Ether x1 [Tetra Guard x1]
BRIBE ITEM	Nature's Lore x1 [Nature's Lore x3]
RARE BRIBE	Nature's Lore x2 [Nature's Lore x4]

### IFRIT



**NONE**

**CHAPTERS** 3

**WHERE FOUND** Kilika Island

LEV	23	HP	8820	MP	9999
EXP	1800	AP	15		

GIL DROP	1300	GIL STEAL	1800
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STR	82	DEF	22	AGL	114
EVA	14	ACC	2	LUCK	0
MAG	98	MAG DEF	49		


Absorb	Weak	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slip., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (80)

DROP RATIO	255/255
ITEM DROP	Angel Earrings x1
RARE DROP	Angel Earrings x1
STEAL RATIO	128/255
STOLEN ITEM	Fiery Gleam x1
RARE STEAL	Fiery Gleam x1
BRIBE ITEM	None
RARE BRIBE	None

### INSECT Matriarch



**VERMIN**

**CHAPTERS** 5

**WHERE FOUND** Via Infinito Floors 85-99

LEV	78 [94]	HP	48796 [51236]	MP	868
EXP	1200 [2200]	AP	1 [2]		

GIL DROP	1000 [2700]	GIL STEAL	2600 [4300]
----------	-------------	-----------	-------------

STR	222	DEF	255	AGL	244 [255]
EVA	10 [13]	ACC	33 [41]	LUCK	0
MAG	90	MAG DEF	98		


Invalid	None	None	Invalid
None	Invalid	None	None

**IMM** Slip., [Con.], [Ber.], Cur., Ejt., Shw. (0), Stp. (0), Del., Pl., M.D.

**DEF EFF** Zan. (85 [90])

DROP RATIO	255/255
ITEM DROP	Mana Spring x2 [Freezerburn x1]
RARE DROP	Snow Ring x1 [Sublimator x1]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Ether x1 [Elixir x1]
RARE STEAL	Ether x2 [Elixir x2]
BRIBE ITEM	Tetra Gloves x1 [White Tome x2]
RARE BRIBE	White Tome x2 [White Tome x3]

### IRON GIANT



**IRON GIANT**

**CHAPTERS** 1 2 5

**WHERE FOUND** Besaid/Mi'ihen Highroad/Via Infinito Floors 1-3

LEV	7 [8]	HP	222 [233]	MP	0
EXP	20 [100]	AP	1 [2]		

GIL DROP	40 [110]	GIL STEAL	233 [510]
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STR	48	DEF	1 [4]	AGL	93 [121]
EVA	0	ACC	1	LUCK	0
MAG	152 [155]	MAG DEF	2		


None	None	None	None
None	Invalid	None	None

**IMM** Pet., Sil., Poi., [Con.], [Ber.], Cur., Stp., Pl., M.D.

**DEF EFF** Dth. (100), Ejt. (26 [37]), Zan. (8 [12])

DROP RATIO	128/255 [255/255]
ITEM DROP	Budget Grenade x1 [Grenade x2]
RARE DROP	Grenade x1 [Grenade x3]
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1 [M-Bomb x2]
RARE STEAL	Grenade x1 [M-Bomb x4]
BRIBE ITEM	Grenade x18 [Mythril Gloves x1]
RARE BRIBE	Grenade x20 [Mythril Gloves x1]

### IRONSIDE



**ARMOR**

**CHAPTERS** 3 4 5

**WHERE FOUND** Kilika Island/Thunder Plains/Zanarkand Ruins/Various

LEV	34 [40]	HP	8432 [12154]	MP	1400
EXP	660 [940]	AP	1 [2]		

GIL DROP	200 [340]	GIL STEAL	800 [1500]
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STR	72 [88]	DEF	94	AGL	74 [101]
EVA	0	ACC	2 [3]	LUCK	0
MAG	223 [233]	MAG DEF	173 [233]		

None	None	None	None
None	Invalid	None	None

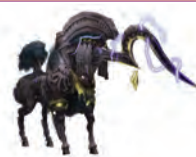
**IMM** All but Ejt.

**DEF EFF** Ejt. (33 [40]), Zan. (15)

DROP RATIO	64/255 [255/255]
ITEM DROP	Stamina Tablet x1 [Shadow Gem x6]
RARE DROP	Stamina Tablet x1 [Shadow Gem x6]
STEAL RATIO	255/255
STOLEN ITEM	Shadow Gem x2 [Stamina Tablet x6]
RARE STEAL	Shadow Gem x3 [Stamina Tablet x6]
BRIBE ITEM	Shining Gem x16 [Shining Gem x30]
RARE BRIBE	Shining Gem x20 [Shining Gem x40]



### IXION



**NONE**

<b>CHAPTERS</b>	3
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**WHERE FOUND** Djose Temple

<b>LEV</b>	28	<b>HP</b>	12380	<b>MP</b>	9999
<b>EXP</b>	2600	<b>AP</b>	15		

<b>GIL DROP</b>	1800	<b>GIL STEAL</b>	3000
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<b>STR</b>	62	<b>DEF</b>	21	<b>AGL</b>	138
<b>EVA</b>	35	<b>ACC</b>	4	<b>LUCK</b>	0
<b>MAG</b>	106	<b>MAG DEF</b>	82		


	None		None		Absorb
	Weak		Invalid		None

**IMM** Dth., Pet., Sp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (80)

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Soul of Thamasa x1
<b>RARE DROP</b>	Soul of Thamasa x1
<b>STEAL RATIO</b>	128/255
<b>STOLEN ITEM</b>	Sprint Shoes x1
<b>RARE STEAL</b>	Sprint Shoes x1
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### JAHI



**LARVA**

<b>CHAPTERS</b>	5
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**WHERE FOUND** Farplane/Via Infinito Floors 75-79

<b>LEV</b>	46	<b>HP</b>	2033	<b>MP</b>	360
<b>EXP</b>	1200	<b>AP</b>	1		

<b>GIL DROP</b>	620	<b>GIL STEAL</b>	1020
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<b>STR</b>	39	<b>DEF</b>	52	<b>AGL</b>	68
<b>EVA</b>	0	<b>ACC</b>	2	<b>LUCK</b>	0
<b>MAG</b>	84	<b>MAG DEF</b>	86		


	None		None		Absorb
	None		Invalid		Weak

**IMM** Dth., Pet., Sp., Sil., Con., Ber., Cur., Stp., Doom, M.D.

**DEF EFF** Ejt. (26), Zan. (6)

<b>DROP RATIO</b>	32/255
<b>ITEM DROP</b>	Gold Anklet x1
<b>RARE DROP</b>	Gold Anklet x1
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Remedy x2
<b>RARE STEAL</b>	Mana Spring x2
<b>BRIBE ITEM</b>	Mana Spring x30
<b>RARE BRIBE</b>	Mana Spring x40

### JUMBO CACTUAR



**CACTUAR**

<b>CHAPTERS</b>	5
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**WHERE FOUND** Bikanel/Via Infinito Floors 50-59 (only if defeated at Bikanel)

<b>LEV</b>	42 (50)	<b>HP</b>	22222 (33333)	<b>MP</b>	1111
<b>EXP</b>	0	<b>AP</b>	10 (15)		

<b>GIL DROP</b>	0	<b>GIL STEAL</b>	None
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<b>STR</b>	73	<b>DEF</b>	74	<b>AGL</b>	254 (85)
<b>EVA</b>	0	<b>ACC</b>	7 (9)	<b>LUCK</b>	0
<b>MAG</b>	4	<b>MAG DEF</b>	4		


	None		None		None
	None		Invalid		None

**IMM** All

**DEF EFF** Zan. (200 (255))

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Stamina Tonic x1 (Rabite's Foot x1)
<b>RARE DROP</b>	Rabite's Foot x1
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Stamina Tonic x1 (Stamina Tonic x3)
<b>RARE STEAL</b>	Stamina Tonic x2 (Stamina Tonic x5)
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### KILLER HOUND



**LUPINE**

<b>CHAPTERS</b>	1	<b>2</b>	<b>3</b>	<b>5</b>
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**WHERE FOUND** Bikanel/Via Infinito Floors 13-15

<b>LEV</b>	12 (14)	<b>HP</b>	202 (818)	<b>MP</b>	0
<b>EXP</b>	36 (68)	<b>AP</b>	1 (2)		

<b>GIL DROP</b>	18 (34)	<b>GIL STEAL</b>	82 (143)
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<b>STR</b>	28	<b>DEF</b>	8	<b>AGL</b>	62 (68)
<b>EVA</b>	5 (6)	<b>ACC</b>	3 (4)	<b>LUCK</b>	0
<b>MAG</b>	2 (3)	<b>MAG DEF</b>	1		


	None		None		None
	None		None		None

**IMM** (Con.), (Ber.), Cur.

**DEF EFF** Ejt. (11 (22)), Zan. (1 (5))

<b>DROP RATIO</b>	128/255 (255/255)
<b>ITEM DROP</b>	Potion x1 (Hi-Potion x3)
<b>RARE DROP</b>	Hi-Potion x1 (Hi-Potion x4)
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Potion x1 (Hi-Potion x2)
<b>RARE STEAL</b>	Phoenix Down x1 (Hi-Potion x3)
<b>BRIBE ITEM</b>	Hi-Potion x2 (Chocobo Feather x4)
<b>RARE BRIBE</b>	Hi-Potion x2 (Chocobo Feather x5)

### KILLER MACHINA



**MACHINA**

<b>CHAPTERS</b>	5
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**WHERE FOUND** New Cave/Via Infinito Floors 70-74

<b>LEV</b>	48	<b>HP</b>	4222	<b>MP</b>	0
<b>EXP</b>	600	<b>AP</b>	1		

<b>GIL DROP</b>	180	<b>GIL STEAL</b>	300
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<b>STR</b>	36	<b>DEF</b>	0	<b>AGL</b>	68
<b>EVA</b>	0	<b>ACC</b>	0	<b>LUCK</b>	0
<b>MAG</b>	0	<b>MAG DEF</b>	0		

	None		None		Absorb
	None		Invalid		None

**IMM** Dth., Pet., Sp., Sil., Poi., Con., Ber., Cur., Sw., Stp., Doom, M.D.

**DEF EFF** Ejt. (18)

<b>DROP RATIO</b>	32/255
<b>ITEM DROP</b>	Darkness Grenade x1
<b>RARE DROP</b>	Petrify Grenade x1
<b>STEAL RATIO</b>	128/255
<b>STOLEN ITEM</b>	M-Bomb x1
<b>RARE STEAL</b>	M-Bomb x2
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### KING TAKOUBA



**BLADE**

<b>CHAPTERS</b>	5
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**WHERE FOUND** Bikanel/Via Infinito Floors 50-59

<b>LEV</b>	48 (56)	<b>HP</b>	18004 (22104)	<b>MP</b>	0
<b>EXP</b>	485 (963)	<b>AP</b>	1 (2)		

<b>GIL DROP</b>	300 (735)	<b>GIL STEAL</b>	800 (1800)
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<b>STR</b>	71 (72)	<b>DEF</b>	14	<b>AGL</b>	75 (98)
<b>EVA</b>	27 (34)	<b>ACC</b>	1	<b>LUCK</b>	0
<b>MAG</b>	43 (48)	<b>MAG DEF</b>	22		


	Weak		None		None
	None		Invalid		None

**IMM** All but Dth., Ejt., P.B., M.B., L.C., E.C., A.C.

**DEF EFF** Dth. (30), Ejt. (48 (70)), Zan. (26 (38))

<b>DROP RATIO</b>	128/255 (255/255)
<b>ITEM DROP</b>	Farplane Shadow x2 (Farplane Shadow x4)
<b>RARE DROP</b>	Candle of Life x2 (Farplane Shadow x5)
<b>STEAL RATIO</b>	128/255 (16/255)
<b>STOLEN ITEM</b>	Star Pendant x1 (Glass Buckle x1)
<b>RARE STEAL</b>	Angel Earrings x1
<b>BRIBE ITEM</b>	Angel Earrings x6 (Glass Buckle x10)
<b>RARE BRIBE</b>	Angel Earrings x10 (Glass Buckle x12)

### KING VERMIN!



**VERMIN**

<b>CHAPTERS</b>	5
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**WHERE FOUND** Fiend Colony/Via Infinito Floors 59-69 (only if defeated at Fiend Colony)

<b>LEV</b>	54 (58)	<b>HP</b>	39857 (41850)	<b>MP</b>	872
<b>EXP</b>	5000 (7200)	<b>AP</b>	1 (2)		

<b>GIL DROP</b>	3500 (3800)	<b>GIL STEAL</b>	2000 (3000)
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<b>STR</b>	46 (48)	<b>DEF</b>	46	<b>AGL</b>	None (173)
<b>EVA</b>	8 (13)	<b>ACC</b>	1	<b>LUCK</b>	0
<b>MAG</b>	88	<b>MAG DEF</b>	60		


	Absorb		None		None
	None		Invalid		None

**IMM** Dth., Pet., Sp., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Sw., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (60)

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Power Gloves x1 (Champion Belt x1)
<b>RARE DROP</b>	Power Gloves x1 (Champion Belt x1)
<b>STEAL RATIO</b>	128/255 (255/255)
<b>STOLEN ITEM</b>	Turbo Ether x1 (Turbo Ether x2)
<b>RARE STEAL</b>	Turbo Ether x2
<b>BRIBE ITEM</b>	Turbo Ether x80 (Elixir x24)
<b>RARE BRIBE</b>	Turbo Ether x99 (Elixir x30)

### KUKULCAN



**BASILISK**

<b>CHAPTERS</b>	2	<b>5</b>
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**WHERE FOUND** Bevelle/Via Infinito Floors 16-19

<b>LEV</b>	23 (28)	<b>HP</b>	3220 (9480)	<b>MP</b>	85
<b>EXP</b>	135 (233)	<b>AP</b>	1 (2)		

<b>GIL DROP</b>	86 (140)	<b>GIL STEAL</b>	550 (1100)
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<b>STR</b>	44	<b>DEF</b>	3	<b>AGL</b>	78 (88)
<b>EVA</b>	0	<b>ACC</b>	2 (3)	<b>LUCK</b>	0
<b>MAG</b>	92	<b>MAG DEF</b>	30		


	None		Weak		None
	None		None		None

**IMM** Dth., Pet., Sp., Poi., Con., (Ber.), Cur., Sw., P.B., M.B.

**DEF EFF** Ejt. (24 (28)), Zan. (7 (8))

<b>DROP RATIO</b>	128/255 (255/255)
<b>ITEM DROP</b>	Soft x2 (Gold Anklet x1)
<b>RARE DROP</b>	Gold Anklet x1
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Soft x2 (Remedy x8)
<b>RARE STEAL</b>	Remedy x1 (Remedy x10)
<b>BRIBE ITEM</b>	Stone Shock x1 (Stone Shock x4)
<b>RARE BRIBE</b>	Stone Shock x1 (Stone Shock x6)

### LEAGUE FIGHTER



**NONE**

**CHAPTERS** 1 2 5

**WHERE FOUND** Kilika Island/Djose Highroad

LEV	6	HP	168	MP	14
EXP	10	AP	1		

GIL DROP	50	GIL STEAL	150
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STR	31	DEF	3	AGL	55
EVA	0	ACC	3	LUCK	0
MAG	48	MAG DEF	1		


None	None	None	None
None	None	None	None

IMM Cur.

DEF EFF None

DROP RATIO	128/255
ITEM DROP	Budget Grenade x1
RARE DROP	Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Potion x1
RARE STEAL	Phoenix Down x1
BRIBE ITEM	Phoenix Down x12
RARE BRIBE	Phoenix Down x16

### LEAGUE MAGE



**NONE**

**CHAPTERS** 3 5

**WHERE FOUND** Kilika Island/Mushroom Rock/Djose Highroad

LEV	23	HP	1020	MP	420
EXP	70	AP	1		

GIL DROP	130	GIL STEAL	450
----------	-----	-----------	-----

STR	29	DEF	22	AGL	73
EVA	0	ACC	5	LUCK	0
MAG	2	MAG DEF	52		


None	None	None	None
None	None	None	None

IMM Cur.

DEF EFF None

DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Ether x1
RARE STEAL	Amulet x1
BRIBE ITEM	Talisman x1
RARE BRIBE	Talisman x1

### LEAGUE MASTER



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Kilika Island/Mushroom Rock/Djose Highroad

LEV	32	HP	1732	MP	670
EXP	160	AP	1		

GIL DROP	140	GIL STEAL	550
----------	-----	-----------	-----

STR	32	DEF	43	AGL	76
EVA	0	ACC	5	LUCK	0
MAG	18	MAG DEF	56		


None	None	None	None
None	None	None	None

IMM Cur.

DEF EFF Dth. (50), Pet. (50)

DROP RATIO	64/255
ITEM DROP	Ether x1
RARE DROP	Ether x1
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Phoenix Down x2
BRIBE ITEM	Ether x12
RARE BRIBE	Ether x14

### LEAGUE RAIDER



**NONE**

**CHAPTERS** 2 3

**WHERE FOUND** Kilika Island/Mushroom Rock/Djose Highroad

LEV	16	HP	293	MP	30
EXP	70	AP	1		

GIL DROP	130	GIL STEAL	380
----------	-----	-----------	-----

STR	37	DEF	13	AGL	64
EVA	0	ACC	8	LUCK	0
MAG	34	MAG DEF	13		


None	None	None	None
None	None	None	None

IMM Drk., Cur.

DEF EFF None

DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Grenade x2
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Phoenix Down x2
BRIBE ITEM	Phoenix Down x16
RARE BRIBE	Phoenix Down x24

### LEAGUE RANGER



**NONE**

**CHAPTERS** 2 3

**WHERE FOUND** Mushroom Rock/Djose Highroad

LEV	16	HP	230	MP	180
EXP	10	AP	1		

GIL DROP	80	GIL STEAL	320
----------	----	-----------	-----

STR	18	DEF	83	AGL	66
EVA	0	ACC	3	LUCK	0
MAG	2	MAG DEF	50		


None	None	None	None
None	None	None	None

IMM Cur.

DEF EFF None

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Phoenix Down x1
RARE STEAL	Phoenix Down x1
BRIBE ITEM	S-Bomb x2
RARE BRIBE	Ether x1

### LEAGUE SCOUT



**NONE**

**CHAPTERS** 1 2

**WHERE FOUND** Kilika Island/Djose Highroad

LEV	6	HP	128	MP	18
EXP	10	AP	1		

GIL DROP	60	GIL STEAL	300
----------	----	-----------	-----

STR	27	DEF	4	AGL	62
EVA	0	ACC	8	LUCK	0
MAG	33	MAG DEF	12		


None	None	None	None
None	None	None	None

IMM Drk., Cur.

DEF EFF None

DROP RATIO	128/255
ITEM DROP	Budget Grenade x1
RARE DROP	Hi-Potion x1
STEAL RATIO	255/255
STOLEN ITEM	Potion x1
RARE STEAL	Phoenix Down x1
BRIBE ITEM	Phoenix Down x10
RARE BRIBE	Mega-Potion x1

### LEAGUE SLASHER



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Kilika Island/Mushroom Rock/Djose Highroad

LEV	30	HP	1650	MP	58
EXP	160	AP	1		

GIL DROP	140	GIL STEAL	550
----------	-----	-----------	-----

STR	38	DEF	16	AGL	82
EVA	0	ACC	8	LUCK	0
MAG	30	MAG DEF	0		


None	None	None	None
None	None	None	None

IMM Sil., Cur.

DEF EFF None

DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Hi-Potion x2
STEAL RATIO	64/255
STOLEN ITEM	M-Bomb x1
RARE STEAL	L-Bomb x1
BRIBE ITEM	Ether x16
RARE BRIBE	Ether x20

### LEAGUE SOLDIER



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Mushroom Rock/Djose Highroad

LEV	14	HP	178	MP	28
EXP	10	AP	1		

GIL DROP	80	GIL STEAL	300
----------	----	-----------	-----

STR	34	DEF	12	AGL	58
EVA	0	ACC	8	LUCK	0
MAG	28	MAG DEF	10		

None	None	None	None
None	None	None	None


IMM Drk., Curse

DEF EFF None

DROP RATIO	128/255
ITEM DROP	Grenade x1
RARE DROP	Grenade x2
STEAL RATIO	255/255
STOLEN ITEM	Grenade x1
RARE STEAL	Grenade x2
BRIBE ITEM	S-Bomb x2
RARE BRIBE	M-Bomb x2



### LEAGUE TROOPER



NONE

CHAPTERS 2 3

WHERE FOUND Mushroom Rock/Djose Highroad

LEV 13 HP 244 MP 16  
EXP 10 AP 1

GIL DROP 60 GIL STEAL 160

STR 41 DEF 6 AGL 56  
EVA 0 ACC 0 LUCK 0  
MAG 52 MAG DEF 2


None None None  
None None None

IMM Sp., Sil., Cur.

DEF EFF None

DROP RATIO 128/255  
ITEM DROP Grenade x1  
RARE DROP Phoenix Down x1  
STEAL RATIO 255/255  
STOLEN ITEM Grenade x1  
RARE STEAL Grenade x1  
BRIBE ITEM S-Bomb x2  
RARE BRIBE M-Bomb x2

### LEAGUE VETERAN



NONE

CHAPTERS 5

WHERE FOUND Kilika Island/Mushroom Rock/Djose Highroad

LEV 33 HP 1720 MP 42  
EXP 160 AP 1

GIL DROP 100 GIL STEAL 300

STR 42 DEF 17 AGL 68  
EVA 0 ACC 4 LUCK 0  
MAG 54 MAG DEF 6


None None None  
None None None

IMM Cur.

DEF EFF Dth. (50), Pet. (50)

DROP RATIO 128/255  
ITEM DROP Hi-Potion x1  
RARE DROP Hi-Potion x2  
STEAL RATIO 64/255  
STOLEN ITEM M-Bomb x1  
RARE STEAL L-Bomb x1  
BRIBE ITEM L-Bomb x14  
RARE BRIBE L-Bomb x20

### LEAGUE WARRIOR



NONE

CHAPTERS 2 3 5

WHERE FOUND Kilika Island/Mushroom Rock/Djose Highroad

LEV 24 HP 422 MP 26  
EXP 70 AP 1

GIL DROP 120 GIL STEAL 180

STR 41 DEF 12 AGL 58  
EVA 0 ACC 4 LUCK 0  
MAG 53 MAG DEF 3


None None None  
None None None

IMM Sp., Cur.

DEF EFF None

DROP RATIO 128/255  
ITEM DROP Hi-Potion x1  
RARE DROP Grenade x2  
STEAL RATIO 255/255  
STOLEN ITEM Hi-Potion x1  
RARE STEAL Grenade x2  
BRIBE ITEM M-Bomb x4  
RARE BRIBE M-Bomb x5

### LEBLANC



NONE

CHAPTERS 1

WHERE FOUND Luca

LEV 5 HP 130 MP 101  
EXP 8 AP 2

GIL DROP 180 GIL STEAL 500

STR 14 DEF 8 AGL 88  
EVA 12 ACC 10 LUCK 0  
MAG 2 MAG DEF 37


None None None  
None Invalid None

IMM Ber., Cur., Ejt., Stp., Doom, M.D.

DEF EFF Zan. (60)

DROP RATIO 128/255  
ITEM DROP Hi-Potion x1  
RARE DROP Phoenix Down x1  
STEAL RATIO 192/255  
STOLEN ITEM Silver Bracer x1  
RARE STEAL Silver Bracer x1  
BRIBE ITEM None  
RARE BRIBE None

### LEBLANC



NONE

CHAPTERS 1

WHERE FOUND Mt. Gagazet

LEV 5 HP 120 MP 320  
EXP 20 AP 2

GIL DROP 250 GIL STEAL 700

STR 15 DEF 26 AGL 52  
EVA 20 ACC 16 LUCK 0  
MAG 8 MAG DEF 55


None None None  
None Invalid None

IMM Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., P.B., A.B., L.C., Doom, M.D.

DEF EFF Poi. (70), Zan. (60)

DROP RATIO 128/255  
ITEM DROP Hi-Potion x1  
RARE DROP Hi-Potion x2  
STEAL RATIO 192/255  
STOLEN ITEM Tiara x1  
RARE STEAL Tiara x1  
BRIBE ITEM None  
RARE BRIBE None

### LEBLANC



NONE

CHAPTERS 2

WHERE FOUND Guadosalam

LEV 23 HP 1380 MP 460  
EXP 380 AP 2

GIL DROP 300 GIL STEAL 1500

STR 33 DEF 32 AGL 53  
EVA 22 ACC 16 LUCK 0  
MAG 10 MAG DEF 62


None None None  
None Invalid None

IMM Dth., Pet., Stp., Sil., Con., Ber., Cur., Ejt., Stp., P.B., A.B., L.C., Doom, M.D.

DEF EFF Poi. (100), Zan. (60)

DROP RATIO 255/255  
ITEM DROP Reassembled Sphere x1  
RARE DROP Reassembled Sphere x1  
STEAL RATIO 192/255  
STOLEN ITEM Elixir x1  
RARE STEAL Elixir x1  
BRIBE ITEM None  
RARE BRIBE None

### LEFT BULWARK



NONE

CHAPTERS 5

WHERE FOUND Farplane

LEV 39 HP 3000 MP 9999  
EXP 200 AP 10

GIL DROP 150 GIL STEAL 300

STR 72 DEF 48 AGL 46  
EVA 0 ACC 2 LUCK 0  
MAG 58 MAG DEF 58


None None None  
None Invalid None

IMM All

DEF EFF Zan. (255)

DROP RATIO 128/255  
ITEM DROP Mega-Potion x1  
RARE DROP X-Potion x1  
STEAL RATIO 128/255  
STOLEN ITEM Phoenix Down x1  
RARE STEAL L-Bomb x1  
BRIBE ITEM None  
RARE BRIBE None

### LESSER DRAKE



DRAKE

CHAPTERS 1 2 5

WHERE FOUND Besaid/Thunder Plains/Via Infinito 7-9

LEV 14 [16] HP 577 [2108] MP 33  
EXP 30 [58] AP 1 [2]

GIL DROP 22 [40] GIL STEAL 220 [510]

STR 38 [41] DEF 28 AGL 53 [58]  
EVA 0 ACC 4 [5] LUCK 0  
MAG 48 MAG DEF 1


Invalid Weak None  
None None None

IMM Sil., [Con.], [Ber.], Cur., [P.B.] Dth. (10), Pet. (20), Sp. (10 [0]), Ejt. (18 [24]).

DEF EFF Zan. (6 [6])

DROP RATIO 128/255 [255/255]  
ITEM DROP Potion x1 [Bomb Core x2]  
RARE DROP Bomb Fragment x1 [Bomb Core x3]  
STEAL RATIO 255/255  
STOLEN ITEM Potion x1 [Fire Gem x3]  
RARE STEAL Bomb Fragment x1 [Fire Gem x4]  
BRIBE ITEM Fiery Gleam x1 [Crimson Ring x1]  
RARE BRIBE Fiery Gleam x1 [Crimson Ring x1]

### LEUCOPHYLLA



**PLANT**

**CHAPTERS** 3 5

**WHERE FOUND** Besaid/Calm Lands/Mt. Gagazet/Via Infinito Floors 24-26

**LEV** 26 [30] **HP** 2234 [8936] **MP** 0  
**EXP** 210 [332] **AP** 1 [2]

**GIL DROP** 86 [140] **GIL STEAL** 220 [430]

**STR** 58 [59] **DEF** 0 **AGL** 76[77]  
**EVA** 0 **ACC** 1 **LUCK** 0  
**MAG** 7 [11] **MAG DEF** 99 [100]


Weak: Fire, Ice, Thunder, Wind  
None: Water, Earth, Holy, Gravity, Sleep, Silence, Paralysis, Poison, Confusion, Berserk, Curse, Petrification, Doom, Death, Instant Death, Stun, Slow, Stop, Immobilize, Bind, Gravity, Sleep, Silence, Paralysis, Poison, Confusion, Berserk, Curse, Petrification, Doom, Death, Instant Death, Stun, Slow, Stop, Immobilize, Bind

**IMM** Drk., Poi., Con., Ber., Cur.

**DEF EFF** Dth. (50), Pet. (30), Eji. (20) [28], Zan. (0) [2]

**DROP RATIO** 128/255 [255/255]  
**ITEM DROP** Remedy x1 [Remedy x4]  
**RARE DROP** Remedy x2 [Remedy x6]  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Hi-Potion x1 [Remedy x6]  
**RARE STEAL** Phoenix Down x1 [Remedy x8]  
**BRIBE ITEM** Hi-Potion x40 [Remedy x80]  
**RARE BRIBE** Hi-Potion x60 [Remedy x99]

### LICH



**REVENANT**

**CHAPTERS** 5

**WHERE FOUND** Mi'ihen Highroad/Mushroom Rock/Djose Highroad/Macalania/Various

**LEV** 31 **HP** 3444 **MP** 1300  
**EXP** 730 **AP** 1

**GIL DROP** 330 **GIL STEAL** 680

**STR** 16 **DEF** 31 **AGL** 48  
**EVA** 0 **ACC** 2 **LUCK** 0  
**MAG** 81 **MAG DEF** 89


Varies: Fire, Water, Thunder, Wind, Ice, Gravity, Sleep, Silence, Paralysis, Poison, Confusion, Berserk, Curse, Petrification, Doom, Death, Instant Death, Stun, Slow, Stop, Immobilize, Bind

**IMM** Dth., Pet., Slp., Sil., Drk., Poi., Con., Ber., Cur., Slw., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Eji. (26), Zan. (9)

**DROP RATIO** 64/255  
**ITEM DROP** None  
**RARE DROP** Black Ring x1  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Hi-Potion x1  
**RARE STEAL** Stamina Spring x1  
**BRIBE ITEM** Soul Spring x16  
**RARE BRIBE** Soul Spring x18

### LOGOS



**NONE**

**CHAPTERS** 1

**WHERE FOUND** Luca

**LEV** 2 **HP** 86 **MP** 18  
**EXP** 3 **AP** 1

**GIL DROP** 60 **GIL STEAL** 200

**STR** 6 **DEF** 5 **AGL** 70  
**EVA** 18 **ACC** 5 **LUCK** 0  
**MAG** 2 **MAG DEF** 1


None: Fire, Water, Thunder, Wind, Ice, Gravity, Sleep, Silence, Paralysis, Poison, Confusion, Berserk, Curse, Petrification, Doom, Death, Instant Death, Stun, Slow, Stop, Immobilize, Bind

**IMM** Sil., Ber., Cur., Eji., Slp., Doom, M.D.

**DEF EFF** Zan. (50)

**DROP RATIO** 128/255  
**ITEM DROP** Potion x1  
**RARE DROP** Phoenix Down x1  
**STEAL RATIO** 192/255  
**STOLEN ITEM** Silver Glasses x1  
**RARE STEAL** Silver Glasses x1  
**BRIBE ITEM** None  
**RARE BRIBE** None

### LOGOS



**NONE**

**CHAPTERS** 1

**WHERE FOUND** Mt. Gagazet

**LEV** 3 **HP** 100 **MP** 25  
**EXP** 10 **AP** 1

**GIL DROP** 80 **GIL STEAL** 280

**STR** 10 **DEF** 16 **AGL** 72  
**EVA** 36 **ACC** 8 **LUCK** 0  
**MAG** 0 **MAG DEF** 0


None: Fire, Water, Thunder, Wind, Ice, Gravity, Sleep, Silence, Paralysis, Poison, Confusion, Berserk, Curse, Petrification, Doom, Death, Instant Death, Stun, Slow, Stop, Immobilize, Bind

**IMM** Dth., Pet., Sil., Con., Ber., Cur., Eji., Slp., Doom, M.D.

**DEF EFF** Poi. (40), Zan. (50)

**DROP RATIO** 128/255  
**ITEM DROP** Potion x1  
**RARE DROP** Phoenix Down x1  
**STEAL RATIO** 192/255  
**STOLEN ITEM** White Cape x1  
**RARE STEAL** White Cape x1  
**BRIBE ITEM** None  
**RARE BRIBE** None

### LOGOS



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Djose Highroad

**LEV** 17 **HP** 1030 **MP** 48  
**EXP** 80 **AP** 3

**GIL DROP** 120 **GIL STEAL** 400

**STR** 15 **DEF** 16 **AGL** 77  
**EVA** 40 **ACC** 10 **LUCK** 0  
**MAG** 3 **MAG DEF** 12


None: Fire, Water, Thunder, Wind, Ice, Gravity, Sleep, Silence, Paralysis, Poison, Confusion, Berserk, Curse, Petrification, Doom, Death, Instant Death, Stun, Slow, Stop, Immobilize, Bind

**IMM** Dth., Pet., Sil., Con., Ber., Cur., Eji., Slp., P.B., Doom, M.D.

**DEF EFF** Slp. (30), Poi. (40), Zan. (50)

**DROP RATIO** 255/255  
**ITEM DROP** Silver Bracer x1  
**RARE DROP** Silver Bracer x1  
**STEAL RATIO** 192/255  
**STOLEN ITEM** Mega-Potion x1  
**RARE STEAL** Elixir  
**BRIBE ITEM** None  
**RARE BRIBE** None

### LOGOS



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Bikanel

**LEV** 18 **HP** 1220 **MP** 46  
**EXP** 160 **AP** 1

**GIL DROP** 200 **GIL STEAL** 460

**STR** 16 **DEF** 24 **AGL** 88  
**EVA** 36 **ACC** 10 **LUCK** 0  
**MAG** 3 **MAG DEF** 10


None: Fire, Water, Thunder, Wind, Ice, Gravity, Sleep, Silence, Paralysis, Poison, Confusion, Berserk, Curse, Petrification, Doom, Death, Instant Death, Stun, Slow, Stop, Immobilize, Bind

**IMM** Dth., Pet., Sil., Con., Ber., Cur., Eji., Slp., Doom, M.D.

**DEF EFF** Poi. (40), Zan. (50)

**DROP RATIO** 255/255  
**ITEM DROP** Lure Bracer x1  
**RARE DROP** Lure Bracer x1  
**STEAL RATIO** 192/255  
**STOLEN ITEM** Mega-Potion x1  
**RARE STEAL** Elixir x1  
**BRIBE ITEM** None  
**RARE BRIBE** None

### LOGOS



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Guadosalam (Logos's Room)

**LEV** 20 **HP** 1432 **MP** 64  
**EXP** 240 **AP** 1

**GIL DROP** 230 **GIL STEAL** 580

**STR** 16 **DEF** 26 **AGL** 90  
**EVA** 38 **ACC** 10 **LUCK** 0  
**MAG** 4 **MAG DEF** 14


None: Fire, Water, Thunder, Wind, Ice, Gravity, Sleep, Silence, Paralysis, Poison, Confusion, Berserk, Curse, Petrification, Doom, Death, Instant Death, Stun, Slow, Stop, Immobilize, Bind

**IMM** Dth., Pet., Sil., Con., Ber., Cur., Eji., Slp., Doom, M.D.

**DEF EFF** Poi. (40), Zan. (50)

**DROP RATIO** 255/255  
**ITEM DROP** Favorite Outfit x1  
**RARE DROP** Favorite Outfit x1  
**STEAL RATIO** 192/255  
**STOLEN ITEM** Mega-Potion x1  
**RARE STEAL** Elixir x1  
**BRIBE ITEM** None  
**RARE BRIBE** None

### LOGOS



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Guadosalam (Hideout)

**LEV** 21 **HP** 989 **MP** 70  
**EXP** 260 **AP** 2

**GIL DROP** 240 **GIL STEAL** 640

**STR** 17 **DEF** 28 **AGL** 49  
**EVA** 40 **ACC** 10 **LUCK** 0  
**MAG** 4 **MAG DEF** 18

None: Fire, Water, Thunder, Wind, Ice, Gravity, Sleep, Silence, Paralysis, Poison, Confusion, Berserk, Curse, Petrification, Doom, Death, Instant Death, Stun, Slow, Stop, Immobilize, Bind


**IMM** Dth., Pet., Slp., Sil., Con., Ber., Cur., Eji., Slp., Doom, M.D.

**DEF EFF** Poi. (40), Zan. (50)

**DROP RATIO** 192/255  
**ITEM DROP** Charm Bangle x1  
**RARE DROP** Charm Bangle x1  
**STEAL RATIO** 192/255  
**STOLEN ITEM** Mega-Potion x1  
**RARE STEAL** Elixir x1  
**BRIBE ITEM** None  
**RARE BRIBE** None



### LUCIL



**NONE**

<b>CHAPTERS</b>	<b>5</b>
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**WHERE FOUND** Mushroom Rock

<b>LEV</b>	43	<b>HP</b>	7324	<b>MP</b>	370
<b>EXP</b>	800	<b>AP</b>	2		

<b>GIL DROP</b>	220	<b>GIL STEAL</b>	3000
-----------------	-----	------------------	------

<b>STR</b>	64	<b>DEF</b>	24	<b>AGL</b>	120
<b>EVA</b>	42	<b>ACC</b>	10	<b>LUCK</b>	0
<b>MAG</b>	41	<b>MAG DEF</b>	40		


	None		None		None
	None		Invalid		None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (10)

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Circlet x1
<b>RARE DROP</b>	Circlet x1
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Chocobo Feather x1
<b>RARE STEAL</b>	Chocobo Feather x2
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### LUPUS



**LUPINE**

<b>CHAPTERS</b>	<b>3</b>	<b>5</b>
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**WHERE FOUND** Mushroom Rock/Mt. Gagazet/Via Infinito Floors 47-49

<b>LEV</b>	27 [32]	<b>HP</b>	1262 [3455]	<b>MP</b>	10
<b>EXP</b>	188 [240]	<b>AP</b>	1 [2]		

<b>GIL DROP</b>	80 [130]	<b>GIL STEAL</b>	280 [480]
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<b>STR</b>	37 [38]	<b>DEF</b>	12	<b>AGL</b>	93 [112]
<b>EVA</b>	26 [33]	<b>ACC</b>	3 [4]	<b>LUCK</b>	0
<b>MAG</b>	4 [6]	<b>MAG DEF</b>	2 [3]		


	None		None		None
	None		None		None

**IMM** [Con.], [Ber.], Cur.

**DEF EFF** Dth. (50) Ejt. (12 [26]), Zan. (1 [6])

<b>DROP RATIO</b>	128/255 [255/255]
<b>ITEM DROP</b>	Hi-Potion x1 [Hi-Potion x4]
<b>RARE DROP</b>	Hi-Potion x2 [Hi-Potion x5]
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Hi-Potion x1 [Hi-Potion x3]
<b>RARE STEAL</b>	Hi-Potion x2 [Potion x4]
<b>BRIBE ITEM</b>	X-Potion x3 [Haste Ring x2]
<b>RARE BRIBE</b>	X-Potion x3 [Haste Ring x3]

### MACHINA HUNTER



**MACHINA**

<b>CHAPTERS</b>	<b>3</b>	<b>5</b>
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**WHERE FOUND** Bikanel/Via Infinito Floors 27-29

<b>LEV</b>	19	<b>HP</b>	1780	<b>MP</b>	0
<b>EXP</b>	63	<b>AP</b>	1		

<b>GIL DROP</b>	30	<b>GIL STEAL</b>	60
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<b>STR</b>	23	<b>DEF</b>	0	<b>AGL</b>	71
<b>EVA</b>	0	<b>ACC</b>	0	<b>LUCK</b>	0
<b>MAG</b>	20	<b>MAG DEF</b>	0		


	None		None		Absorb
	None		None		None

**IMM** Dth., Pet., Slip., Sil., Poi., Con., Ber., Cur., Doom

**DEF EFF** Ejt. (6)

<b>DROP RATIO</b>	Budget Grenade x1
<b>ITEM DROP</b>	Silence Grenade x1
<b>RARE DROP</b>	128/255
<b>STEAL RATIO</b>	Budget Grenade x1
<b>STOLEN ITEM</b>	Silence Grenade x1
<b>RARE STEAL</b>	None
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### MACHINA LEADER



**MACHINA**

<b>CHAPTERS</b>	<b>5</b>
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**WHERE FOUND** New Cave/Via Infinito Floors 70-74

<b>LEV</b>	46	<b>HP</b>	2774	<b>MP</b>	0
<b>EXP</b>	450	<b>AP</b>	1		

<b>GIL DROP</b>	120	<b>GIL STEAL</b>	160
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<b>STR</b>	32	<b>DEF</b>	0	<b>AGL</b>	99
<b>EVA</b>	0	<b>ACC</b>	0	<b>LUCK</b>	0
<b>MAG</b>	0	<b>MAG DEF</b>	0		


	None		None		Absorb
	None		Invalid		None

**IMM** Dth., Pet., Slip., Sil., Poi., Con., Ber., Cur., Slw., Stp., Doom, M.D.

**DEF EFF** Ejt. (6)

<b>DROP RATIO</b>	128/255
<b>ITEM DROP</b>	Sleep Grenade x1
<b>RARE DROP</b>	Darkness Grenade x1
<b>STEAL RATIO</b>	128/255
<b>STOLEN ITEM</b>	S-Bomb x1
<b>RARE STEAL</b>	S-Bomb x2
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### MACHINA PANZER



**MACHINA**

<b>CHAPTERS</b>	<b>5</b>
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**WHERE FOUND** New Cave

<b>LEV</b>	45	<b>HP</b>	30500	<b>MP</b>	1247
<b>EXP</b>	4300	<b>AP</b>	10		

<b>GIL DROP</b>	10000	<b>GIL STEAL</b>	2500
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<b>STR</b>	53	<b>DEF</b>	33	<b>AGL</b>	89
<b>EVA</b>	0	<b>ACC</b>	0	<b>LUCK</b>	0
<b>MAG</b>	72	<b>MAG DEF</b>	72		


	None		None		Absorb
	None		Invalid		None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (255)

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Crystal Bangle x1
<b>RARE DROP</b>	Crystal Bangle x1
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Oath Veil x1
<b>RARE STEAL</b>	Oath Veil x1
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### MACHINA RANGER



**MACHINA**

<b>CHAPTERS</b>	<b>3</b>	<b>5</b>
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**WHERE FOUND** M'ihen Highroad/Via Infinito Floors 24-26

<b>LEV</b>	23	<b>HP</b>	2490	<b>MP</b>	0
<b>EXP</b>	170	<b>AP</b>	1		

<b>GIL DROP</b>	22	<b>GIL STEAL</b>	120
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<b>STR</b>	30	<b>DEF</b>	0	<b>AGL</b>	92
<b>EVA</b>	0	<b>ACC</b>	0	<b>LUCK</b>	0
<b>MAG</b>	20	<b>MAG DEF</b>	0		


	None		None		Absorb
	None		None		None

**IMM** Dth., Pet., Slip., Sil., Poi., Con., Ber., Cur., Doom

**DEF EFF** Ejt. (6)

<b>DROP RATIO</b>	Darkness Grenade x1
<b>ITEM DROP</b>	Silence Grenade x1
<b>RARE DROP</b>	128/255
<b>STEAL RATIO</b>	S-Bomb x1
<b>STOLEN ITEM</b>	M-Bomb x1
<b>RARE STEAL</b>	None
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### MACHINA SOLDIER



**MACHINA**

<b>CHAPTERS</b>	<b>1</b>	<b>2</b>	<b>5</b>
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**WHERE FOUND** New Cave/Via Infinito Floors 61-64

<b>LEV</b>	37	<b>HP</b>	3048	<b>MP</b>	0
<b>EXP</b>	450	<b>AP</b>	1		

<b>GIL DROP</b>	120	<b>GIL STEAL</b>	160
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<b>STR</b>	32	<b>DEF</b>	0	<b>AGL</b>	125
<b>EVA</b>	0	<b>ACC</b>	0	<b>LUCK</b>	0
<b>MAG</b>	20	<b>MAG DEF</b>	0		


	None		None		Absorb
	None		Invalid		None

**IMM** Dth., Pet., Slip., Sil., Poi., Con., Ber., Cur., Doom, M.D.

**DEF EFF** Ejt. (6)

<b>DROP RATIO</b>	128/255
<b>ITEM DROP</b>	Sleep Grenade x1
<b>RARE DROP</b>	Silence Grenade x1
<b>STEAL RATIO</b>	128/255
<b>STOLEN ITEM</b>	S-Bomb x1
<b>RARE STEAL</b>	S-Bomb x2
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### MACHINA STRIKER



**MACHINA**

<b>CHAPTERS</b>	<b>5</b>
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**WHERE FOUND** New Cave/Via Infinito Floors 70-74

<b>LEV</b>	40	<b>HP</b>	6722	<b>MP</b>	0
<b>EXP</b>	1400	<b>AP</b>	1		

<b>GIL DROP</b>	400	<b>GIL STEAL</b>	600
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<b>STR</b>	32	<b>DEF</b>	18	<b>AGL</b>	126
<b>EVA</b>	0	<b>ACC</b>	0	<b>LUCK</b>	0
<b>MAG</b>	101	<b>MAG DEF</b>	20		


	None		None		Absorb
	Weak		Invalid		Invalid

**IMM** All but Ejt.

**DEF EFF** Ejt. (200), Zan. (55)

<b>DROP RATIO</b>	128/255
<b>ITEM DROP</b>	L-Bomb x3
<b>RARE DROP</b>	Petrify Grenade x1
<b>STEAL RATIO</b>	128/255
<b>STOLEN ITEM</b>	L-Bomb x1
<b>RARE STEAL</b>	L-Bomb x2
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### MALBORO



**MALBORO**

**CHAPTERS** 3 4 5

**WHERE FOUND** Besaid/Thunder Plains/Bevelle/Via Infinito Floors 24-26

LEV 30 [37] HP 5877 [6171] MP 110  
EXP 310 [540] AP 1 [2]

GIL DROP 370 [480] GIL STEAL 880 [1600]

STR 61 DEF 57 AGL 73 [95]  
EVA 0 ACC 3 [4] LUCK 0  
MAG 14 MAG DEF 8


None None None  
None None Invalid None

IMM Dth., Pet., Sp., Sil., Poi., Con., Ber., Cur., Sw., Stp., Doom, Del., Pl., M.D.

DEF EFF Ejt. (36 [42]), Zan. (42 [53])

DROP RATIO 255/255  
ITEM DROP Remedy x2 [Twist Headband x1]  
RARE DROP Remedy x3 [Twist Headband x1]  
STEAL RATIO 255/255  
STOLEN ITEM Hi-Potion x1 [Remedy x8]  
RARE STEAL Hi-Potion x2 [Remedy x10]  
BRIBE ITEM Remedy x40 [Beaded Brooch x1]  
RARE BRIBE Remedy x60 [Beaded Brooch x1]

### MEGA TONBERRY



**TONBERRY**

**CHAPTERS** 5

**WHERE FOUND** Via Infinito Floor 41

LEV 90 [99] HP 49600 [51030] MP 0  
EXP 2600 [3300] AP 2 [3]

GIL DROP 600 [1800] GIL STEAL 3300 [6000]

STR 255 DEF 67 AGL 104 [135]  
EVA 0 ACC 12 [15] LUCK 0  
MAG 200 MAG DEF 200


None None None None  
Half Invalid Invalid None

IMM All

DEF EFF Ejt. (150 [250]), Zan. (100 [150])

DROP RATIO 255/255  
ITEM DROP Twin Stars x1 [Twin Stars x2]  
RARE DROP Power Gloves x1 [Power Gloves x2]  
STEAL RATIO 64/255 [32/255]  
STOLEN ITEM Turbo Ether x1  
RARE STEAL Turbo Ether x2  
BRIBE ITEM Sword Lore x3 [Sword Lore x6]  
RARE BRIBE Sword Lore x4 [Sword Lore x8]

### MINDY



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

LEV 44 HP 9788 MP 9999  
EXP 3000 AP 8

GIL DROP 1000 GIL STEAL 3000

STR 28 DEF 8 AGL 89  
EVA 76 ACC 4 LUCK 0  
MAG 72 MAG DEF 121


None None None None  
None None Invalid None

IMM All

DEF EFF Zan. (150)

DROP RATIO 255/255  
ITEM DROP Faerie Earrings x1  
RARE DROP Faerie Earrings x1  
STEAL RATIO 128/255  
STOLEN ITEM Chaos Shock x1  
RARE STEAL Chaos Shock x1  
BRIBE ITEM None  
RARE BRIBE None

### MONOLITH



**DOOMSTONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane/Via Infinito Floors 61-64

LEV 38 HP 7143 MP 9999  
EXP 1420 AP 1

GIL DROP 460 GIL STEAL 1420

STR 48 DEF 79 AGL 84  
EVA 0 ACC 3 LUCK 0  
MAG 71 MAG DEF 1


Invalid Invalid Invalid  
Weak Absorb Weak

IMM All but Ejt., PB., Del., Pl., M.D.

DEF EFF Ejt. (32), Zan. (16)

DROP RATIO 128/255  
ITEM DROP Hi-Potion x3  
RARE DROP Hi-Potion x4  
STEAL RATIO 255/255  
STOLEN ITEM Phoenix Down x2  
RARE STEAL Phoenix Down x3  
BRIBE ITEM Safety Bit x2  
RARE BRIBE Safety Bit x3

### MR. GOON



**NONE**

**CHAPTERS** 1

**WHERE FOUND** Zanarkand Ruins

LEV 6 HP 120 MP 28  
EXP 8 AP 1

GIL DROP 30 GIL STEAL 80

STR 19 DEF 6 AGL 52  
EVA 0 ACC 3 LUCK 0  
MAG 5 MAG DEF 5


None None None  
None None None

IMM Cur.

DEF EFF None

DROP RATIO 128/255  
ITEM DROP Potion x1  
RARE DROP Grenade x1  
STEAL RATIO 255/255  
STOLEN ITEM Budget Grenade x1  
RARE STEAL Budget Grenade x1  
BRIBE ITEM Grenade x2  
RARE BRIBE S-Bomb x2

### MS. GOON



**NONE**

**CHAPTERS** 1

**WHERE FOUND** Zanarkand Ruins

LEV 4 HP 80 MP 85  
EXP 8 AP 1

GIL DROP 30 GIL STEAL 80

STR 16 DEF 6 AGL 60  
EVA 0 ACC 5 LUCK 0  
MAG 4 MAG DEF 8

None None None None  
None None None None

IMM Cur.

DEF EFF None

DROP RATIO 128/255  
ITEM DROP Potion x1  
RARE DROP Grenade x1  
STEAL RATIO 255/255  
STOLEN ITEM Budget Grenade x1  
RARE STEAL Budget Grenade x2  
BRIBE ITEM Grenade x2  
RARE BRIBE S-Bomb x2

### MUSHROOM CLOUD



**FUNGUS**

**CHAPTERS** 5

**WHERE FOUND** Bikanel/Via Infinito Floors 50-59

LEV 81 [97] HP 9999 [10998] MP 270  
EXP 1100 [2000] AP 1 [2]

GIL DROP 320 [1000] GIL STEAL 520 [1000]

STR 1 DEF 32 [82] AGL 78 [94]  
EVA 0 ACC 7 [9] LUCK 0  
MAG 138 MAG DEF 240


Weak None None  
Half Invalid None

IMM Dth., Pet., Sp., Sil., Drk., Poi., Con., Ber. (0), Cur., Sw., Stp., Doom, Del., Pl., M.D.

DEF EFF Ejt. (85 [100]), Zan. (40 [50])

DROP RATIO 255/255  
ITEM DROP Mana Tonic x1 [Remedy x2]  
RARE DROP Remedy x2 [Remedy x4]  
STEAL RATIO 64/255 [32/255]  
STOLEN ITEM Ether x1  
RARE STEAL Ether x2  
BRIBE ITEM Pegal Crown x7 [Nature's Tome x2]  
RARE BRIBE Nature's Tome x1 [Nature's Tome x2]

### MYCOTOXIN



**FUNGUS**

**CHAPTERS** 3 5

**WHERE FOUND** Milthen Highroad/Mt. Gagazet/Zanarkand Ruins/Various

LEV 29 [34] HP 810 [3240] MP 120  
EXP 212 [276] AP 1 [2]

GIL DROP 83 [152] GIL STEAL 280 [550]

STR 1 DEF 20 [21] AGL 43 [47]  
EVA 0 ACC 0 LUCK 0  
MAG 4 MAG DEF 42

Weak None None  
Half None None


IMM Sp., Drk., [Con.], Ber. (0), Cur.

DEF EFF Dth. (20), Pet. (40), Ejt. (4 [10])

DROP RATIO 64/255 [255/255]  
ITEM DROP Antidote x2 [Antidote x4]  
RARE DROP NuTide Ring x1 [Antidote x6]  
STEAL RATIO 255/255  
STOLEN ITEM Antidote x2 [NuTide Ring x1]  
RARE STEAL Antidote x3 [NuTide Ring x1]  
BRIBE ITEM Star Pendant x1 [Star Pendant x3]  
RARE BRIBE Star Pendant x1 [Star Pendant x4]



### NASHORN



**RUMINANT**

**CHAPTERS** 1 2 5

**WHERE FOUND** Bikanel/Calm Lands/Zanarkand Ruins/Various

LEV	10 [12]	HP	482 [1928]	MP	0
EXP	33 [63]	AP	1 [2]		

GIL DROP	22 [53]	GIL STEAL	85 [180]
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STR	72	DEF	10	AGL	65 [72]
EVA	0	ACC	8 [10]	LUCK	0
MAG	2	MAG DEF	3		


None	None	None	None
None	None	None	None

**IMM** Slip., Poi., [Con.], Cur., Doom

**DEF EFF** Etl. (20 [28]), Zan. (6 [7])

DROP RATIO	196/255 [255/255]
ITEM DROP	Potion x1 [Hi-Potion x3]
RARE DROP	Phoenix Down x1 [Hi-Potion x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Mega Phoenix x2]
RARE STEAL	Phoenix Down x1 [Mega Phoenix x2]
BRIBE ITEM	Hi-Potion x6 [NuBlaze Ring x1]
RARE BRIBE	Hi-Potion x6 [Crimson Ring x1]

### NODE A



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

LEV	52	HP	300000	MP	9999
EXP	8000	AP	10		

GIL DROP	3000	GIL STEAL	10000
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STR	48	DEF	16	AGL	41
EVA	0	ACC	2	LUCK	0
MAG	244	MAG DEF	244		

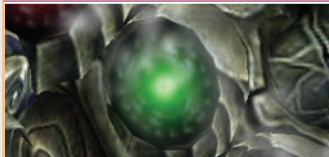
None	None	None	None
None	Invalid	Invalid	None

**IMM** All

**DEF EFF** Zan. (255)

DROP RATIO	255/255
ITEM DROP	Megalixir x1
RARE DROP	Hero Drink x1
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	None
RARE BRIBE	None

### NODE B



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

LEV	52	HP	300000	MP	9999
EXP	8000	AP	10		

GIL DROP	3000	GIL STEAL	10000
----------	------	-----------	-------

STR	48	DEF	16	AGL	41
EVA	0	ACC	2	LUCK	0
MAG	244	MAG DEF	244		

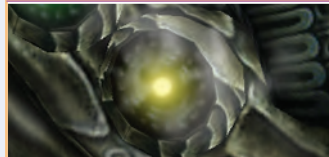
None	None	None	None
None	Invalid	Invalid	None

**IMM** All

**DEF EFF** Zan. (255)

DROP RATIO	255/255
ITEM DROP	Megalixir x1
RARE DROP	Hero Drink x1
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	None
RARE BRIBE	None

### NODE C



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

LEV	52	HP	300000	MP	9999
EXP	8000	AP	10		

GIL DROP	3000	GIL STEAL	10000
----------	------	-----------	-------

STR	48	DEF	16	AGL	41
EVA	0	ACC	2	LUCK	0
MAG	244	MAG DEF	244		


None	None	None	None
None	Invalid	Invalid	None

**IMM** All

**DEF EFF** Zan. (255)

DROP RATIO	255/255
ITEM DROP	Megalixir x1
RARE DROP	Hero Drink x1
STEAL RATIO	None
STOLEN ITEM	None
RARE STEAL	None
BRIBE ITEM	None
RARE BRIBE	None

### NOOJ



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Mushroom Rock

LEV	63	HP	23800	MP	720
EXP	1800	AP	10		

GIL DROP	30000	GIL STEAL	20000
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STR	75	DEF	101	AGL	121
EVA	0	ACC	8	LUCK	0
MAG	144	MAG DEF	103		


None	None	None	None
None	Invalid	Invalid	None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Etl., Slw., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (200)

DROP RATIO	255/255
ITEM DROP	Magical Dances, Vol.1
RARE DROP	Magical Dances, Vol.1
STEAL RATIO	128/255
STOLEN ITEM	Arcane Lore x1
RARE STEAL	Arcane Lore x1
BRIBE ITEM	None
RARE BRIBE	None

### OCHU



**OCHU**

**CHAPTERS** 1 2 5

**WHERE FOUND** Thunder Plains/Via Infinito Floors 4-6

LEV	18 [22]	HP	1480 [3755]	MP	62
EXP	124 [280]	AP	1 [2]		

GIL DROP	133 [240]	GIL STEAL	290 [600]
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STR	24 [26]	DEF	42	AGL	41 [49]
EVA	0	ACC	8 [10]	LUCK	0
MAG	22	MAG DEF	18		


Weak	None	None	None
Half	Invalid	Invalid	None

**IMM** All but Dth., Slip., Sil., Drk., Etl., P.B., M.B., A.B.

**DEF EFF** Dth. (100), Slip. (100 [0]), Sil. (50 [0]), Drk. (70 [0]), Etl. (28 [30]), Zan. (4 [7])

DROP RATIO	224/255 [255/255]
ITEM DROP	Antidote x2 [Blind Shock x1]
RARE DROP	Twist Headband x1 [Blind Shock x1]
STEAL RATIO	255/255
STOLEN ITEM	Antidote x1 [Mute Shock x1]
RARE STEAL	Twist Headband x1 [Mute Shock x1]
BRIBE ITEM	Black Choker x1 [Faerie Earrings x2]
RARE BRIBE	Black Choker x1 [Faerie Earrings x3]

### OMEGA WEAPON



**WEAPON**

**CHAPTERS** 1 2 5

**WHERE FOUND** Farplane/Via Infinito Floors 75-79

LEV	81 [83]	HP	24200 [25410]	MP	9999
EXP	3350 [4230]	AP	1 [2]		

GIL DROP	5000	GIL STEAL	1300 [2800]
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STR	68 [77]	DEF	51 [55]	AGL	109 [122]
EVA	0	ACC	4 [10]	LUCK	0
MAG	43	MAG DEF	38		


None	None	None	None
None	Invalid	Invalid	None

**IMM** All but Etl.

**DEF EFF** Etl. (230), Zan. (120 [130])

DROP RATIO	255/255
ITEM DROP	Safety Bit x1
RARE DROP	Elvir x1 [Safety Bit x1]
STEAL RATIO	128/255
STOLEN ITEM	Turbo Ether x1 [Faerie Earrings x1]
RARE STEAL	Turbo Ether x2 [Faerie Earrings x1]
BRIBE ITEM	Three Stars x30 [Ribbon x1]
RARE BRIBE	Ribbon x1

### ORMI



**NONE**

**CHAPTERS** 1

**WHERE FOUND** Luca

LEV	2	HP	97	MP	0
EXP	3	AP	1		

GIL DROP	60	GIL STEAL	200
----------	----	-----------	-----

STR	11	DEF	1	AGL	40
EVA	0	ACC	4	LUCK	0
MAG	60	MAG DEF	1		


None	None	None	None
None	Absorb	Absorb	None

**IMM** Sil., Ber., Cur., Etl., Stp., Doom, M.D.

**DEF EFF** Zan. (50)

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	192/255
STOLEN ITEM	Iron Bangle x1
RARE STEAL	Iron Bangle x1
BRIBE ITEM	None
RARE BRIBE	None

**ORMI**



**NONE**

**CHAPTERS** 1

**WHERE FOUND** Mt. Gagazet

LEV	3	HP	130	MP	10
EXP	10	AP	1		

GIL DROP	80	GIL STEAL	280
----------	----	-----------	-----

STR	16	DEF	8	AGL	42
EVA	0	ACC	3	LUCK	0
MAG	72	MAG DEF	0		


None	None	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.

**DEF EFF** Zan. (50)

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	192/255
STOLEN ITEM	Gauntlet x1
RARE STEAL	Gauntlet x1
BRIBE ITEM	None
RARE BRIBE	None

**ORMI**



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Djose Highroad

LEV	16	HP	1150	MP	22
EXP	80	AP	3		

GIL DROP	120	GIL STEAL	380
----------	-----	-----------	-----

STR	51	DEF	24	AGL	58
EVA	0	ACC	4	LUCK	0
MAG	115	MAG DEF	2		


None	None	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Sil., Ber., Cur., Ejt., Stp., Doom, M.D.

**DEF EFF** Slp. (30), Drk. (30), Zan. (50)

DROP RATIO	255/255
ITEM DROP	Iron Bangle x1
RARE DROP	Iron Bangle x1
STEAL RATIO	192/255
STOLEN ITEM	X-Potion x1
RARE STEAL	Elixir x1
BRIBE ITEM	None
RARE BRIBE	None

**ORMI**



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Mt. Gagazet

LEV	18	HP	1350	MP	22
EXP	180	AP	1		

GIL DROP	200	GIL STEAL	520
----------	-----	-----------	-----

STR	79	DEF	16	AGL	92
EVA	0	ACC	4	LUCK	0
MAG	118	MAG DEF	2		


None	None	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.

**DEF EFF** Poi. (10), Zan. (50)

DROP RATIO	255/255
ITEM DROP	Beaded Brooch x1
RARE DROP	Beaded Brooch x1
STEAL RATIO	192/255
STOLEN ITEM	X-Potion x1
RARE STEAL	Elixir x1
BRIBE ITEM	None
RARE BRIBE	None

**ORMI**



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Guadosalam (Hidden Passage)

LEV	19	HP	1640	MP	40
EXP	220	AP	1		

GIL DROP	220	GIL STEAL	560
----------	-----	-----------	-----

STR	80	DEF	20	AGL	63
EVA	0	ACC	4	LUCK	0
MAG	120	MAG DEF	4		


None	None	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Slp., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.

**DEF EFF** Poi. (10), Zan. (50)

DROP RATIO	255/255
ITEM DROP	Black Choker x1
RARE DROP	Black Choker x1
STEAL RATIO	192/255
STOLEN ITEM	X-Potion x1
RARE STEAL	Elixir x1
BRIBE ITEM	None
RARE BRIBE	None

**ORMI**



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Guadosalam (Logos's Room)

LEV	19	HP	1840	MP	42
EXP	240	AP	1		

GIL DROP	230	GIL STEAL	580
----------	-----	-----------	-----

STR	64	DEF	24	AGL	63
EVA	0	ACC	4	LUCK	0
MAG	121	MAG DEF	8		


None	None	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.

**DEF EFF** Poi. (20), Zan. (50)

DROP RATIO	255/255
ITEM DROP	Defense Veil x1
RARE DROP	Defense Veil x1
STEAL RATIO	192/255
STOLEN ITEM	X-Potion x1
RARE STEAL	Elixir x1
BRIBE ITEM	None
RARE BRIBE	None

**ORMI**



**NONE**

**CHAPTERS** 2

**WHERE FOUND** Guadosalam (Hideout)

LEV	19	HP	1344	MP	45
EXP	260	AP	2		

GIL DROP	240	GIL STEAL	600
----------	-----	-----------	-----

STR	53	DEF	26	AGL	42
EVA	0	ACC	4	LUCK	0
MAG	84	MAG DEF	16		


None	None	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Slp., Sil., Con., Ber., Cur., Ejt., Stp., Doom, M.D.

**DEF EFF** Poi. (30), Zan. (50)

DROP RATIO	255/255
ITEM DROP	Twist Headband x1
RARE DROP	Twist Headband x1
STEAL RATIO	192/255
STOLEN ITEM	X-Potion x1
RARE STEAL	Elixir x1
BRIBE ITEM	None
RARE BRIBE	None

**PAINE**



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Mushroom Rock

LEV	58	HP	9200	MP	55
EXP	800	AP	3		

GIL DROP	200	GIL STEAL	300
----------	-----	-----------	-----

STR	56	DEF	16	AGL	51
EVA	0	ACC	10	LUCK	0
MAG	70	MAG DEF	7		


None	None	None	None
None	Invalid	None	None

**IMM** Dth., Pet., Sil., Poi., Cur., Ejt., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (80)

DROP RATIO	255/255
ITEM DROP	Champion Belt x1
RARE DROP	Champion Belt x1
STEAL RATIO	128/255
STOLEN ITEM	Sword Lore x1
RARE STEAL	Sword Lore x1
BRIBE ITEM	None
RARE BRIBE	None

**PATRIKA**



**LARVA**

**CHAPTERS** 3 5

**WHERE FOUND** Besaid/Killia Island/Djose Highroad/Calm Lands/Varis

LEV	22	HP	1130	MP	312
EXP	124	AP	1		

GIL DROP	100	GIL STEAL	330
----------	-----	-----------	-----

STR	30	DEF	8	AGL	53
EVA	0	ACC	2	LUCK	0
MAG	83	MAG DEF	82		

Weak	None	None	Absorb
None	Invalid	None	Weak


**IMM** Pet., Slp., Sil., Con., Ber., Cur., Stp., M.D.

**DEF EFF** Ejt. (16), Zan. (3)

DROP RATIO	64/255
ITEM DROP	Stamina Spring x1
RARE DROP	Lightning Glem x1
STEAL RATIO	255/255
STOLEN ITEM	Lightning Marble x1
RARE STEAL	Yellow Ring x1
BRIBE ITEM	Lightning Glem x1
RARE BRIBE	Lightning Glem x1



### PARAGON



**WEAPON**

**CHAPTERS** 5

**WHERE FOUND** Via Infinito Bottom Floor

LEV	99	HP	20000 [210000]	MP	9999
EXP	9000 [13000]	AP	1 [2]		

GIL DROP	3000 [8000]	GIL STEAL	4000 [6800]
----------	-------------	-----------	-------------

STR	244	DEF	244	AGL	188 [244]
EVA	0	ACC	13 [16]	LUCK	0
MAG	88	MAG DEF	89		


None	None	None	None
None	Invalid	None	None

**IMM** All

**DEF EFF** Zan. (255)

DROP RATIO	255/255
ITEM DROP	Supreme Gem x1 [Dark Matter x1]
RARE DROP	Dark Matter x1 [Dark Matter x2]
STEAL RATIO	64/255 [32/255]
STOLEN ITEM	Supreme Gem x1
RARE STEAL	Supreme Gem x2
BRIBE ITEM	Dark Matter x10 [Dark Matter x24]
RARE BRIBE	Dark Matter x20 [Dark Matter x30]

### PEREGRINE



**BIRD**

**CHAPTERS** 2 3 5

**WHERE FOUND** Mi'ihen Highroad/Calm Lands/Via Infinito Floors 21-23

LEV	12 [14]	HP	735 [3040]	MP	28
EXP	70 [110]	AP	1 [2]		

GIL DROP	44 [83]	GIL STEAL	175 [360]
----------	---------	-----------	-----------

STR	39 [40]	DEF	16	AGL	113 [124]
EVA	48 [63]	ACC	16 [20]	LUCK	0
MAG	3	MAG DEF	4		


None	None	None	None
None	None	None	None

**IMM** [Con.], [Ber.], Cur.

**DEF EFF** Ejt. (8 [12]), Zan. (0 [3])

DROP RATIO	128/255 [255/255]
ITEM DROP	Hi-Potion x1 [Mega Phoenix x1]
RARE DROP	Hi-Potion x2 [Mega Phoenix x2]
STEAL RATIO	255/255
STOLEN ITEM	Hi-Potion x1 [Mega Phoenix x1]
RARE STEAL	Phoenix Down x3 [Mega Phoenix x2]
BRIBE ITEM	Phoenix Down x36 [Mega Phoenix x6]
RARE BRIBE	Phoenix Down x40 [Mega-Potion x10]

### PHANTOM



**REVENANT**

**CHAPTERS** 5

**WHERE FOUND** Ruin Depths/Via Infinito Floors 70-74

LEV	44	HP	1755	MP	852
EXP	950	AP	1		

GIL DROP	140	GIL STEAL	700
----------	-----	-----------	-----

STR	33	DEF	25	AGL	73
EVA	0	ACC	2	LUCK	0
MAG	84	MAG DEF	62		


Weak	None	None	None
None	Absorb	None	Weak

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Stp., Del., Pl., M.D.

**DEF EFF** Ejt. (30), Zan. (15)

DROP RATIO	255/255
ITEM DROP	Phoenix Down x1
RARE DROP	Phoenix Down x2
STEAL RATIO	128/255
STOLEN ITEM	Hi-Potion x1
RARE STEAL	Hi-Potion x2
BRIBE ITEM	Mega-Potion x5
RARE BRIBE	Mega-Potion x6

### POP FRY



**MACHINA**

**CHAPTERS** 5

**WHERE FOUND** Bikanel/Via Infinito Floors 44-46

LEV	30	HP	4293	MP	0
EXP	220	AP	1		

GIL DROP	100	GIL STEAL	300
----------	-----	-----------	-----

STR	27	DEF	0	AGL	115
EVA	0	ACC	0	LUCK	0
MAG	76	MAG DEF	10		


None	None	None	Absorb
Weak	Invalid	None	None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Ejt. (200), Zan. (55)

DROP RATIO	128/255
ITEM DROP	Sleep Grenade x1
RARE DROP	Petrify Grenade x1
STEAL RATIO	128/255
STOLEN ITEM	Sleep Grenade x1
RARE STEAL	Petrify Grenade x1
BRIBE ITEM	None
RARE BRIBE	None

### PRECEPTS GUARD



**SPIRIT BEAST**

**CHAPTERS** 1 2 3 5

**WHERE FOUND** Bevelle

LEV	21 [33]	HP	3680 [7864]	MP	9999
EXP	700 [1500]	AP	1 [2]		

GIL DROP	800 [1200]	GIL STEAL	1600 [3600]
----------	------------	-----------	-------------

STR	32 [78]	DEF	34	AGL	63 [82]
EVA	0	ACC	0	LUCK	0
MAG	62	MAG DEF	38		


None	None	None	None
None	Invalid	None	Weak

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Slw., Stp., [M.B.], Doom (0), M.D.

**DEF EFF** Zan. (100)

DROP RATIO	255/255
ITEM DROP	Regen Ring x1 [Mana Tonic x3]
RARE DROP	Regen Ring x1 [Mana Tonic x4]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Mana Tablet x1 [Recovery Bracer x1]
RARE STEAL	Mana Tablet x2 [Recovery Bracer x1]
BRIBE ITEM	None
RARE BRIBE	None

### PROTEAN GEL



**GEL**

**CHAPTERS** 3 5

**WHERE FOUND** Macalania/Calm Lands/Via Infinito Floors 75-79

LEV	40 [48]	HP	6680 [16700]	MP	9999
EXP	1800 [2400]	AP	1 [2]		

GIL DROP	380 [580]	GIL STEAL	1000 [2200]
----------	-----------	-----------	-------------

STR	22	DEF	34	AGL	89 [107]
EVA	0	ACC	4 [5]	LUCK	0
MAG	255 [250]	MAG DEF	0		


Half	Half	None	Weak
Absorb	Invalid	None	None

**IMM** All but Ejt., PB., M.B., A.B., M.B., L.C., E.C., A.C.

**DEF EFF** Ejt. (200 [Immune]), Zan. (30 [50])

DROP RATIO	128/255 [255/255]
ITEM DROP	White Ring x1 [Cerulean Ring x1]
RARE DROP	NuFrost Ring x1 [Cerulean Ring x1]
STEAL RATIO	254/255 [255/255]
STOLEN ITEM	Blue Ring x1 [Short Circuit x1]
RARE STEAL	NuTide Ring x1 [Short Circuit x1]
BRIBE ITEM	Black Lore x1
RARE BRIBE	Black Lore x1 [Black Lore x2]

### PROTOCHIMERA



**CHIMERA**

**CHAPTERS** 1 2 3 5

**WHERE FOUND** Kilika Island/Moonflow/Mt. Gagazet/Various

LEV	14 [17]	HP	420 [1680]	MP	210
EXP	80 [144]	AP	1 [2]		

GIL DROP	120 [210]	GIL STEAL	240 [520]
----------	-----------	-----------	-----------

STR	52	DEF	42	AGL	68 [75]
EVA	0	ACC	4 [5]	LUCK	0
MAG	2	MAG DEF	6		


None	None	None	Invalid
None	Invalid	None	None

**IMM** Slip., Sil., Drk., Poi., Cur., M.D.

**DEF EFF** Dth. (20), Pet. (50), Con. (10 [Imm.]), Ejt. (22 [28]), Zan. (8 [12])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [NuShock Ring x1]
RARE DROP	Phoenix Down x1 [NuBaze Ring x1]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [NuFrost x1]
RARE STEAL	Yellow Ring x1 [NuTide Ring x1]
BRIBE ITEM	Fire Gem x2 [NuShock Ring x1]
RARE BRIBE	Red Ring x1 [Tetra Band x1]

### PURPUREA



**PLANT**

**CHAPTERS** 1 2 5

**WHERE FOUND** Besaid/Mi'ihen Highroad/Via Infinito Floors 4-6

LEV	6 [9]	HP	196 [784]	MP	0
EXP	14 [40]	AP	1 [2]		

GIL DROP	18 [55]	GIL STEAL	72 [160]
----------	---------	-----------	----------

STR	16 [18]	DEF	0	AGL	64 [70]
EVA	0	ACC	1	LUCK	0
MAG	6	MAG DEF	2		


Weak	None	None	None
Half	None	None	None

**IMM** Drk., Poi., Con., [Ber.], Cur.

**DEF EFF** Ejt. (18 [24]), Zan. (0 [2])

DROP RATIO	128/255 [255/255]
ITEM DROP	Echo Screen x1 [Remedy x3]
RARE DROP	Echo Screen x2 [Remedy x4]
STEAL RATIO	255/255
STOLEN ITEM	Echo Screen x1 [Echo Screen x2]
RARE STEAL	Remedy x1 [Remedy x2]
BRIBE ITEM	Remedy x1 [Remedy x4]
RARE BRIBE	Remedy x2 [Remedy x5]

### QUADRICORN



**RUMINANT**

**CHAPTERS** 1 2 5

**WHERE FOUND** Mi'ihen Highroad/Moonflow/Mt. Gagazet/Via Infinito Floors 1-3

**LEV** 5 [6] **HP** 188 [752] **MP** 0  
**EXP** 4 [16] **AP** 1 [2]

**GIL DROP** 13 [72] **GIL STEAL** 320 [460]

**STR** 15 **DEF** 6 **AGL** 42 [46]  
**EVA** 0 **ACC** 8 [10] **LUCK** 0  
**MAG** 1 **MAG DEF** 1

None None None None  
None None None None

**IMM** [Con.], Cur.

**DEF EFF** Eji. (21 [30]), Zan. (6 [7])

**DROP RATIO** 255/255  
**ITEM DROP** Potion x1 [Hi-Potion x3]  
**RARE DROP** Phoenix Down x1 [Hi-Potion x4]  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Echo Screen x1 [Hi-Potion x1]  
**RARE STEAL** Phoenix Down x1 [Hi-Potion x2]  
**BRIBE ITEM** Budget Grenade x20 [Mega Phoenix x2]  
**RARE BRIBE** Budget Grenade x24 [Mega Phoenix x2]

### QUEEN COEURL



**COEURL**

**CHAPTERS** 2 3 5

**WHERE FOUND** Besaid/Kilika Island/Mi'ihen Highroad/Guadosalam/Calm Lands/Various

**LEV** 24 [30] **HP** 3270 [12480] **MP** 1340 [1400]  
**EXP** 208 [405] **AP** 1 [2]

**GIL DROP** 330 [610] **GIL STEAL** 800 [1750]

**STR** 12 **DEF** 19 [36] **AGL** 77 [85]  
**EVA** 0 **ACC** 8 [10] **LUCK** 0  
**MAG** 0 **MAG DEF** 145 [185]


None None None None  
None None Invalid None

**IMM** Pet., Slip., Drk., Ber., Cur., Slw., Slip., [M.B.], M.B., Doom, Del., Pl., M.D.

**DEF EFF** Dth. (60), Sl. (40 [9]), Poi. (100), Con. (30 [Immune]), Eji. (32 [34]), Zan. (12 [18])

**DROP RATIO** 128/255 [255/255]  
**ITEM DROP** Phoenix Down x2 [Ether x4]  
**RARE DROP** Ether x1 [Ether x5]  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Phoenix Down x1 [Mortal Shock x1]  
**RARE STEAL** Ether x1 [Mortal Shock x1]  
**BRIBE ITEM** Ether x30 [Turbo Ether x40]  
**RARE BRIBE** Ether x40 [Turbo Ether x60]

### RECOIL



**BANDOLEER**

**CHAPTERS** 1 5

**WHERE FOUND** Mt. Gagazet/Via Infinito Floors 7-9

**LEV** 2 **HP** 38 **MP** 0  
**EXP** 1 **AP** 1

**GIL DROP** 10 **GIL STEAL** 80

**STR** 12 **DEF** 0 **AGL** 40  
**EVA** 0 **ACC** 1 **LUCK** 0  
**MAG** 0 **MAG DEF** 0


None None None None  
None None None None

**IMM** Dth., Pet., Slip., Sl., Poi., Cur., Doom

**DEF EFF** None

**DROP RATIO** 128/255  
**ITEM DROP** Potion x1  
**RARE DROP** Phoenix Down x1  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Budget Grenade x1  
**RARE STEAL** Phoenix Down x1  
**BRIBE ITEM** None  
**RARE BRIBE** None

### RED ELEMENTAL



**ELEMENTAL**

**CHAPTERS** 1 2 5

**WHERE FOUND** Kilika/Mushroom Rock/Macalania/Various

**LEV** 9 [11] **HP** 99 [336] **MP** 330  
**EXP** 28 [52] **AP** 1 [2]

**GIL DROP** 25 [43] **GIL STEAL** 110 [220]

**STR** 1 **DEF** 21 **AGL** 76 [84]  
**EVA** 0 **ACC** 0 **LUCK** 0  
**MAG** 192 [205] **MAG DEF** 111


Absorb Weak Invalid Invalid  
Invalid None None None

**IMM** Pet., Slip., Con., Ber., Cur., [M.B.]

**DEF EFF** Eji. (6 [10]), Zan. (0 [3])

**DROP RATIO** 128/255 [255/255]  
**ITEM DROP** Potion x1 [Bomb Core x2]  
**RARE DROP** Bomb Fragment x1 [Bomb Core x3]  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Potion x1 [Bomb Core x2]  
**RARE STEAL** Bomb Fragment x1 [Bomb Core x3]  
**BRIBE ITEM** Bomb Fragment x4 [Fire Gem x6]  
**RARE BRIBE** Bomb Core x4 [Fire Gem x8]

### RHYOS



**CHIMERA**

**CHAPTERS** 3 5

**WHERE FOUND** Thunder Plains/Macalania/Calm Lands/Mt. Gagazet/Various

**LEV** 31 [34] **HP** 4360 [14440] **MP** 485  
**EXP** 650 [1000] **AP** 1 [2]

**GIL DROP** 310 [550] **GIL STEAL** 558 [1305]

**STR** 37 [38] **DEF** 45 [46] **AGL** 93 [108]  
**EVA** 0 **ACC** 4 [5] **LUCK** 0  
**MAG** 46 [48] **MAG DEF** 50


Half None Invalid Invalid  
Half Invalid None None

**IMM** Dth., Slip., Sl., Drk., Poi., Cur., Stp., Doom, M.D.

**DEF EFF** Pet. (60), Con. (60 [Imm.]), Eji. (24 [30]), Zan. (8 [12])

**DROP RATIO** 128/255 [255/255]  
**ITEM DROP** Lightning Gem x1 [NulTide Ring x1]  
**RARE DROP** Watery Glean x1 [NulTide Ring x1]  
**STEAL RATIO** 128/255 [255/255]  
**STOLEN ITEM** Lightning Gem x1 [Lightning Glean x1]  
**RARE STEAL** Lightning Glean x1  
**BRIBE ITEM** Electrocuter x1 [Tetra Gloves x2]  
**RARE BRIBE** Electrocuter x1 [Tetra Gloves x3]

### RIGHT BULWARK



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

**LEV** 39 **HP** 3000 **MP** 9999  
**EXP** 200 **AP** 10

**GIL DROP** 150 **GIL STEAL** 300

**STR** 72 **DEF** 48 **AGL** 46  
**EVA** 0 **ACC** 2 **LUCK** 0  
**MAG** 58 **MAG DEF** 58


None None None None  
None None Invalid None

**IMM** All

**DEF EFF** Zan. (255)

**DROP RATIO** 128/255  
**ITEM DROP** Mega-Potion x1  
**RARE DROP** X-Potion x1  
**STEAL RATIO** 128/255  
**STOLEN ITEM** Phoenix Down x1  
**RARE STEAL** L-Bomb x1  
**BRIBE ITEM** None  
**RARE BRIBE** None

### RIGHT REDOUBT



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

**LEV** 40 **HP** 2500 **MP** 99999  
**EXP** 0 **AP** 10

**GIL DROP** 0 **GIL STEAL** 350

**STR** 65 **DEF** 41 **AGL** 47  
**EVA** 0 **ACC** 3 **LUCK** 0  
**MAG** 133 **MAG DEF** 0

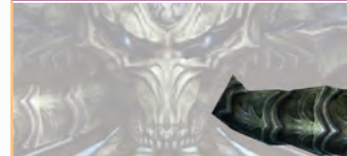
None None None None  
None None Invalid None

**IMM** All

**DEF EFF** Zan. (255)

**DROP RATIO** None  
**ITEM DROP** None  
**RARE DROP** None  
**STEAL RATIO** 128/255  
**STOLEN ITEM** Phoenix Down x1  
**RARE STEAL** Mega Phoenix x1  
**BRIBE ITEM** None  
**RARE BRIBE** None

### LEFT REDOUBT



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

**LEV** 40 **HP** 2500 **MP** 99999  
**EXP** 0 **AP** 10

**GIL DROP** 0 **GIL STEAL** 350

**STR** 65 **DEF** 41 **AGL** 47  
**EVA** 0 **ACC** 3 **LUCK** 0  
**MAG** 0 **MAG DEF** Magic Def. -133

None None None None  
None None Invalid None


**IMM** All

**DEF EFF** Zan. (255)

**DROP RATIO** None  
**ITEM DROP** None  
**RARE DROP** None  
**STEAL RATIO** 128/255  
**STOLEN ITEM** Phoenix Down x1  
**RARE STEAL** Mega Phoenix x1  
**BRIBE ITEM** None  
**RARE BRIBE** None



### RIKKU









**NONE**

CHAPTERS		5		
WHERE FOUND Mushroom Rock				

LEV	53	HP	7800	MP	92
EXP	800	AP	3		

GIL DROP	200	GIL STEAL	300
----------	-----	-----------	-----

STR	42	DEF	39	AGL	82
EVA	18	ACC	12	LUCK	0
MAG	31	MAG DEF	82		


	None		None		None
	None		Invalid		None

IMM Dth., Pet., Sil., Poi., Cur., Ejt., Stp., Doom, Del., Pl., M.D.

DEF EFF Zan. (80)

DROP RATIO	255/255
ITEM DROP	Black Lore x1
RARE DROP	Black Lore x1
STEAL RATIO	128/255
STOLEN ITEM	Bushido Lore x1
RARE STEAL	Bushido Lore x1
BRIBE ITEM	None
RARE BRIBE	None

### RONSO YOUTH









**NONE**

CHAPTERS		3		
WHERE FOUND Mt. Gagazet				

LEV	24	HP	4060	MP	170
EXP	220	AP	2		

GIL DROP	20	GIL STEAL	80
----------	----	-----------	----

STR	51	DEF	48	AGL	78
EVA	0	ACC	2	LUCK	0
MAG	23	MAG DEF	3		


	None		None		None
	None		Invalid		None

IMM Dth., Pet., Sp., Sil., Cur., Doom, M.D.

DEF EFF Drk. (20)

DROP RATIO	155/255
ITEM DROP	Remedy x1
RARE DROP	Remedy x2
STEAL RATIO	64/255
STOLEN ITEM	Mythril Bangle x1
RARE STEAL	Mythril Bangle x1
BRIBE ITEM	None
RARE BRIBE	None

### RUFFIAN









**NONE**

CHAPTERS		3 4 5		
WHERE FOUND Moonflow				

LEV	26	HP	1480	MP	45
EXP	90	AP	1		

GIL DROP	250	GIL STEAL	480
----------	-----	-----------	-----

STR	33	DEF	37	AGL	68
EVA	0	ACC	3	LUCK	0
MAG	50	MAG DEF	3		

	None		None		None
	None		None		None

IMM Cur.

DEF EFF None

DROP RATIO	18/255
ITEM DROP	Potion x2
RARE DROP	Ether x1
STEAL RATIO	255/255
STOLEN ITEM	Grenade x1
RARE STEAL	S-Bomb x1
BRIBE ITEM	Mega Phoenix x3
RARE BRIBE	Mega Phoenix x3

### RUKH



**ROC**

CHAPTERS		3 5		
WHERE FOUND Djose Highroad/Mt. Gagazet/Via Infinito Floors 50-59				

LEV	36 [43]	HP	12850 [16493]	MP	112
EXP	1220 [2130]	AP	1 [2]		

GIL DROP	530 [840]	GIL STEAL	1000 [2000]
----------	-----------	-----------	-------------

STR	98	DEF	28	AGL	66 [86]
EVA	23 [38]	ACC	3 [4]	LUCK	0
MAG	44	MAG DEF	255		


	None		None		None
	None		Invalid		None

IMM All but Ejt.

DEF EFF Ejt. (42 [60]), Zan. (18 [28])

DROP RATIO	64/255 [255/255]
ITEM DROP	Phoenix Down x2 [Mega Phoenix x2]
RARE DROP	Angel Earrings x1 [Mega Phoenix x2]
STEAL RATIO	128/255 [255/255]
STOLEN ITEM	Phoenix Down x2 [Angel Earrings x1]
RARE STEAL	Ether [Angel Earrings x1]
BRIBE ITEM	Mega Phoenix x30
RARE BRIBE	Mega Phoenix x35 [Mega Phoenix x40]

### SAHAGIN









**SAHAGIN**

CHAPTERS		1 2 5		
WHERE FOUND Besaid/Bikanel/Via Infinito Floors 4-6				

LEV	3 [6]	HP	60 [240]	MP	28
EXP	3 [10]	AP	1 [2]		

GIL DROP	7 [20]	GIL STEAL	80 [160]
----------	--------	-----------	----------

STR	12 [18]	DEF	14	AGL	68 [75]
EVA	0	ACC	0	LUCK	0
MAG	58	MAG DEF	62		


	None		None		Weak
	None		None		None

IMM [Con.], [Ber.], Cur.

DEF EFF Ejt. (2 [8]), Zan. (1 [2])

DROP RATIO	64/255 [255/255]
ITEM DROP	Potion x1 [Fish Scale x3]
RARE DROP	Fish Scale x1 [Fish Scale x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Potion x2]
RARE STEAL	Fish Scale x1 [Fish Scale x3]
BRIBE ITEM	Fish Scale x3 [Water Gem x4]
RARE BRIBE	Fish Scale x4 [Water Gem x8]

### SAHAGIN CHIEF









**SAHAGIN**

CHAPTERS		5		
WHERE FOUND Bikanel/Ruin Depths/Via Infinito Floors 50-59				

LEV	42 [50]	HP	9660 [13093]	MP	65
EXP	300 [575]	AP	1 [2]		

GIL DROP	105 [148]	GIL STEAL	250 [480]
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STR	47 [87]	DEF	34	AGL	71 [92]
EVA	0	ACC	1	LUCK	0
MAG	37 [44]	MAG DEF	26 [28]		

	None		None		Weak
	Absorb		Invalid		None

IMM Dth., Con., [Ber.], Cur., Stp., (00), Doom (00), Del., Pl., M.D.

DEF EFF Pet. (100), Sp. (100), Drk. (100), Ejt. (38 [55]), Zan. (18 [27])

DROP RATIO	128/255 [255/255]
ITEM DROP	Water Gem x2 [Water Gem x4]
RARE DROP	Water Gem x3 [Water Gem x5]
STEAL RATIO	128/255 [64/255]
STOLEN ITEM	Blue Ring x1
RARE STEAL	NuTide Ring x1
BRIBE ITEM	Cerulean Ring x1 [Cerulean Ring x2]
RARE BRIBE	Cerulean Ring x1 [Cerulean Ring x3]

### SAHAGIN PRINCE



**SAHAGIN**

CHAPTERS		5		
WHERE FOUND Via Infinito Floors 30-32				

LEV	48 [58]	HP	6430 [13720]	MP	25
EXP	185 [240]	AP	1 [2]		

GIL DROP	105 [178]	GIL STEAL	450 [700]
----------	-----------	-----------	-----------

STR	52	DEF	34	AGL	91 [99]
EVA	0	ACC	4 [5]	LUCK	0
MAG	63 [64]	MAG DEF	61 [62]		

	None		None		Weak
	Absorb		Invalid		None

IMM Con., [Ber.], Cur., Stp., Doom, Del., Pl., M.D.

DEF EFF Dth. (100), Pet. (100), Sp. (100), Sil. (100), Drk. (100), Poi. (100), Ejt. (2 [8]), Zan. (1 [2])

DROP RATIO	128/255
ITEM DROP	Hi-Potion x2 [Hi-Potion x6]
RARE DROP	Hi-Potion x3 [Hi-Potion x8]
STEAL RATIO	128/255
STOLEN ITEM	Phoenix Down x2
RARE STEAL	Phoenix Down x3
BRIBE ITEM	X-Potion x20 [X-Potion x60]
RARE BRIBE	X-Potion x30 [X-Potion x80]

### SALLET





**HELM**

CHAPTERS		1 2 5		
WHERE FOUND Besaid/Djose Temple/Bikanel/Various				

LEV	3 [4]	HP	60 [248]	MP	4
EXP	4 [12]	AP	1 [2]		

GIL DROP	10 [32]	GIL STEAL	90 [200]
----------	---------	-----------	----------

STR	12 [13]	DEF	1	AGL	42 [48]
EVA	0	ACC	1	LUCK	0
MAG	122	MAG DEF	2		

	None		None		None
	None		None		None

IMM [Con.], [Ber.], Cur.

DEF EFF Ejt. (12/22), Zan. (1/5)

DROP RATIO	96/255 [255/255]
ITEM DROP	Potion x1 [Light Curtain x3]
RARE DROP	Light Curtain x1 [Light Curtain x3]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Potion x2]
RARE STEAL	Light Curtain x1 [Light Curtain x3]
BRIBE ITEM	Light Curtain x1 [Light Curtain x4]
RARE BRIBE	Light Curtain x2 [Light Curtain x6]

### SAND WORM



**WORM**

**CHAPTERS** 3 5

**WHERE FOUND** Bikanel/Via Infinito Floors 24-26

**LEV** 22 [26] **HP** 1272 [20568] **MP** 42  
**EXP** 280 [560] **AP** 1 [2]

**GIL DROP** 340 [630] **GIL STEAL** 600 [1300]

**STR** 41 **DEF** 34 **AGL** 44 [62]  
**EVA** 0 **ACC** 1 **LUCK** 0  
**MAG** 0 **MAG DEF** 0


None None None  
Weak Invalid None

**IMM** Dth., Pet., Slip., Sil., Drk., Con., [Ber.], Haste, Sw., Sp., Doom, Del., Pl., M.D.

**DEF EFF** Ejt. (120 [160]), Zan. (30 [60])

**DROP RATIO** 64/255 [255/255]  
**ITEM DROP** Mythril Bangle x1 [Crystal Bangle x1]  
**RARE DROP** Mythril Gloves x1 [Crystal Bangle x1]  
**STEAL RATIO** 128/255  
**STOLEN ITEM** Phoenix Down x1 [Stamina Tablet x1]  
**RARE STEAL** Phoenix Down x2 [Stamina Tablet x2]  
**BRIBE ITEM** Black Ring x2 [Bushido Lore x1]  
**RARE BRIBE** Black Ring x3 [Bushido Lore x2]

### SANDY



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

**LEV** 45 **HP** 10330 **MP** 9999  
**EXP** 3000 **AP** 8

**GIL DROP** 1000 **GIL STEAL** 3000

**STR** 40 **DEF** 17 **AGL** 83  
**EVA** 33 **ACC** 4 **LUCK** 0  
**MAG** 83 **MAG DEF** 84


None None None  
None Invalid None

**IMM** All

**DEF EFF** Zan. (150)

**DROP RATIO** 255/255  
**ITEM DROP** Pixie Dust x1  
**RARE DROP** Crystal Gloves x1  
**STEAL RATIO** 128/255  
**STOLEN ITEM** Potpourri x1  
**RARE STEAL** Potpourri x1  
**BRIBE ITEM** None  
**RARE BRIBE** None

### SCOUT MACHINA



**MACHINA**

**CHAPTERS** 3 5

**WHERE FOUND** Mi'ihen Highroad/Via Infinito Floors 24-26

**LEV** 27 **HP** 3444 **MP** 0  
**EXP** 280 **AP** 1

**GIL DROP** 48 **GIL STEAL** 130

**STR** 33 **DEF** 0 **AGL** 62  
**EVA** 0 **ACC** 0 **LUCK** 0  
**MAG** 20 **MAG DEF** 0


None None Absorb  
None None None

**IMM** Dth., Pet., Slip., Sil., Poi., Con., Ber., Cur., Doom

**DEF EFF** Ejt. (18)

**DROP RATIO** 128/255  
**ITEM DROP** S-Bomb x1  
**RARE DROP** M-Bomb x1  
**STEAL RATIO** 128/255  
**STOLEN ITEM** S-Bomb x1  
**RARE STEAL** Silence Grenade x1  
**BRIBE ITEM** None  
**RARE BRIBE** None

### SHANTAK



**ROC**

**CHAPTERS** 1 2 5

**WHERE FOUND** Mi'ihen Highroad/Mt. Gagazet/Via Infinito Floors 13-15

**LEV** 16 [19] **HP** 1130 [1187] **MP** 47  
**EXP** 90 [200] **AP** 1 [2]

**GIL DROP** 120 [220] **GIL STEAL** 520 [1000]

**STR** 38 **DEF** 12 **AGL** 62 [81]  
**EVA** 9 [11] **ACC** 8 [10] **LUCK** 0  
**MAG** 2 **MAG DEF** 8


None None None  
None Invalid None

**IMM** Pet., Slip., Drk., Con., Ber., Cur., Sp., PB., M.B., Del., Pl., M.D.

**DEF EFF** Dth. (100), Sil. (50), Ejt. (34 [42]), Zan. (12 [20])

**DROP RATIO** 255/255  
**ITEM DROP** Phoenix Down x1 [Phoenix Down x6]  
**RARE DROP** Phoenix Down x2 [Phoenix Down x8]  
**STEAL RATIO** 128/255 [255/255]  
**STOLEN ITEM** Remedy x1  
**RARE STEAL** Black Choker x1 [Mega Phoenix x1]  
**BRIBE ITEM** Silver Glasses x1 [Blind Shock x1]  
**RARE BRIBE** Silver Glasses x1 [Blind Shock x1]

### SHE-GOON



**NONE**

**CHAPTERS** 1

**WHERE FOUND** Luca/Mt. Gagazet

**LEV** 1 **HP** 7 **MP** 38  
**EXP** 1 **AP** 1

**GIL DROP** 30 **GIL STEAL** 80

**STR** 4 **DEF** 3 **AGL** 58  
**EVA** 0 **ACC** 4 **LUCK** 0  
**MAG** 3 **MAG DEF** 6


None None None  
None None None

**IMM** Cur.

**DEF EFF** None

**DROP RATIO** 128/255  
**ITEM DROP** Potion x1  
**RARE DROP** Phoenix Down x1  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Budget Grenade x1  
**RARE STEAL** Phoenix Down x1  
**BRIBE ITEM** Budget Grenade x1  
**RARE BRIBE** Phoenix Down x1

### SHELL SHOCKER



**HERMIT**

**CHAPTERS** 1 2 3 4 5

**WHERE FOUND** Moonflow/Via Infinito Floors 27-29

**LEV** 24 [31] **HP** 4700 [4935] **MP** 82  
**EXP** 860 [1380] **AP** 1 [2]

**GIL DROP** 780 [1500] **GIL STEAL** 1300 [2500]

**STR** 71 [78] **DEF** 68 **AGL** 72 [94]  
**EVA** 0 **ACC** 3 [4] **LUCK** 0  
**MAG** 72 **MAG DEF** 46


None None None  
None Invalid None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Sw., Sp., A.B., M.B., Doom, M.D.

**DEF EFF** Ejl. (240 [immune]), Zan. (80 [100])

**DROP RATIO** 32/255 [255/255]  
**ITEM DROP** Black Ring x1 [Tetra Band x1]  
**RARE DROP** Titanium Bangle x1 [Tetra Band x1]  
**STEAL RATIO** 32/255 [255/255]  
**STOLEN ITEM** Iron Bangle x1 [Mythril Bangle x1]  
**RARE STEAL** Mythril Gloves x1 [Mythril Bangle x1]  
**BRIBE ITEM** Black Ring x1 [Tetra Guard x1]  
**RARE BRIBE** Black Ring x2 [Tetra Guard x1]

### SHIVA



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

**LEV** 41 **HP** 14800 **MP** 9999  
**EXP** 8000 **AP** 15

**GIL DROP** 2000 **GIL STEAL** 5000

**STR** 69 **DEF** 58 **AGL** 124  
**EVA** 58 **ACC** 6 **LUCK** 0  
**MAG** 74 **MAG DEF** 183


Weak Absorb None  
None Invalid None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Sp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (80)

**DROP RATIO** 255/255  
**ITEM DROP** Crystal Gloves x1  
**RARE DROP** Regal Crown x1  
**STEAL RATIO** 128/255  
**STOLEN ITEM** Snow Ring x1  
**RARE STEAL** Snow Ring x1  
**BRIBE ITEM** None  
**RARE BRIBE** None

### SKINK



**REPTILE**

**CHAPTERS** 2 3 5

**WHERE FOUND** Djose Temple/Bevelle/Calm Lands/Via Infinito Floors 21-23

**LEV** 25 [33] **HP** 882 [2328] **MP** 44 [46]  
**EXP** 108 [188] **AP** 1 [2]

**GIL DROP** 78 [133] **GIL STEAL** 330 [680]

**STR** 26 [31] **DEF** 13 **AGL** 73 [78]  
**EVA** 11 [14] **ACC** 8 [10] **LUCK** 0  
**MAG** 28 [34] **MAG DEF** 4

None Weak None  
None Invalid None


**IMM** Poi., [Con.], [Ber.], Cur.

**DEF EFF** Dth. (30), Pet. (50), Ejt. (13 [29]), Zan. (1 [7])

**DROP RATIO** 64/255 [255/255]  
**ITEM DROP** Hi-Potion x1 [Dispel Tonic x3]  
**RARE DROP** Pretty Orb x1 [Dispel Tonic x4]  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Hi-Potion x1 [Dispel Tonic x4]  
**RARE STEAL** Dispel Tonic x1 [Dispel Tonic x6]  
**BRIBE ITEM** Dispel Tonic x20 [Chocobo Wing x12]  
**RARE BRIBE** Dispel Tonic x24 [Chocobo Wing x14]



### SPINE DRAKE



**DRAKE**

**CHAPTERS** 3 4 5

**WHERE FOUND** Besaid/Mushroom Rock/Thunder Plains/Mt. Gagazet/  
Various

**LEV** 26 [32] **HP** 2582 [8826] **MP** 82 [103]  
**EXP** 226 [378] **AP** 1 [2]

**GIL DROP** 127 [208] **GIL STEAL** 333 [650]

**STR** 46 [47] **DEF** 38 [40] **AGL** 64 [74]  
**EVA** 0 **ACC** 4 [5] **LUCK** 0  
**MAG** 92 [104] **MAG DEF** 4 [5]


None Invalid None  
None None None

**IMM** Sp., Drk., Poi., [Con.], [Ber.], Cur., Slw., [P.B.]

**DEF EFF** Dth. (40), Pet. (30), Ejt. (18 [24]), Zan. (5 [6])

**DROP RATIO** 64/255 [255/255]  
**ITEM DROP** Arctic Wind x1 [Ice Gem x3]  
**RARE DROP** NulFrost Ring x1 [Ice Gem x4]  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Arctic Wind x1 [NulFrost Ring x1]  
**RARE STEAL** Ice Gem x1 [NulFrost Ring x1]  
**BRIBE ITEM** NulFrost Ring x1 [Snow Ring x1]  
**RARE BRIBE** NulFrost Ring x1 [Snow Ring x2]

### STALWART



**ARMOR**

**CHAPTERS** 1 2 5

**WHERE FOUND** Kilika Island/Thunder Plains/Via Infinito Floors 4-6

**LEV** 30 [36] **HP** 1240 [1312] **MP** 175  
**EXP** 122 [202] **AP** 1 [2]

**GIL DROP** 100 [210] **GIL STEAL** 630 [980]

**STR** 75 **DEF** 42 **AGL** 36 [46]  
**EVA** 0 **ACC** 8 **LUCK** 0  
**MAG** 142 **MAG DEF** 13


None None None None  
None None Invalid None

**IMM** All but Pet., Con., Ejt., P.B., L.C., E.C., A.C.

**DEF EFF** Pet. (100), Con. (50 [Immune]), Ejt. (32 [38]), Zan. (15)

**DROP RATIO** 186/255 [255/255]  
**ITEM DROP** Phoenix Down x2 [Black Ring x1]  
**RARE DROP** Shadow Gem x1 [Black Ring x1]  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Phoenix Down x1 [Diamond Gloves x1]  
**RARE STEAL** Gauntlets x1 [Diamond Gloves x1]  
**BRIBE ITEM** Shadow Gem x30  
**RARE BRIBE** Shadow Gem x40 [Black Ring x1]

### TAKOUBA



**BLADE**

**CHAPTERS** 1 2 5

**WHERE FOUND** Moonflow/Bikanel/Mt. Gagazet/Via Infinito Floors 7-9

**LEV** 16 [19] **HP** 984 [3936] **MP** 0  
**EXP** 75 [122] **AP** 1 [2]

**GIL DROP** 110 [185] **GIL STEAL** 320 [530]

**STR** 33 **DEF** 0 **AGL** 112 [123]  
**EVA** 0 **ACC** 3 [4] **LUCK** 0  
**MAG** 5 **MAG DEF** 4


Weak None None None  
None None Invalid None

**IMM** Sp., Sl., [Con.], [Ber.], Cur., A.B., M.B., M.D.

**DEF EFF** Dth. (30), Pet. (50), Drk. (30 [0]), Ejt. (20 [28]), Zan. (4 [7])

**DROP RATIO** 178/255 [255/255]  
**ITEM DROP** Phoenix Down x1 [Candle of Life x3]  
**RARE DROP** Phoenix Down x1 [Candle of Life x4]  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Phoenix Down x1 [Candle of Life x4]  
**RARE STEAL** Candle of Life x2 [Candle of Life x5]  
**BRIBE ITEM** Candle of Life x30 [Safety Bit x1]  
**RARE BRIBE** Candle of Life x40 [Safety Bit x2]

### TAROMAITI



**LARVA**

**CHAPTERS** 4 5

**WHERE FOUND** Kilika Island/Djose Highroad/Moonflow/Thunder Plains/  
Macalania/Various

**LEV** 35 **HP** 1782 **MP** 999  
**EXP** 650 **AP** 1

**GIL DROP** 280 **GIL STEAL** 520

**STR** 16 **DEF** 32 **AGL** 64  
**EVA** 0 **ACC** 2 **LUCK** 0  
**MAG** 72 **MAG DEF** 66


Weak None None Absorb  
None None Invalid Weak

**IMM** Dth., Pet., Slp., Stl., Drk., Poi., Con., Ber., Cur., Slp., Doom, M.D.

**DEF EFF** Ejt. (16), Zan. (3)

**DROP RATIO** 64/255  
**ITEM DROP** Star Pendant x1  
**RARE DROP** Venom Shock x1  
**STEAL RATIO** 255/255  
**STOLEN ITEM** Antidote x2  
**RARE STEAL** Stamina Spring x1  
**BRIBE ITEM** Stamina Spring x60  
**RARE BRIBE** Stamina Spring x99

### TAWRICH



**NONE**

**CHAPTERS** 2 3 5

**WHERE FOUND** Bikanel

**LEV** 38 **HP** 5440 **MP** 9999  
**EXP** 0 **AP** 0

**GIL DROP** 0 **GIL STEAL** None

**STR** 85 **DEF** 42 **AGL** 113  
**EVA** 0 **ACC** 1 **LUCK** 0  
**MAG** 99 **MAG DEF** 0


None None None None  
None None Invalid None

**IMM** P.B., M.B., L.C., E.C., A.C.

**DEF EFF** Zan. (255)

**DROP RATIO** None  
**ITEM DROP** None  
**RARE DROP** None  
**STEAL RATIO** None  
**STOLEN ITEM** None  
**RARE STEAL** None  
**BRIBE ITEM** None  
**RARE BRIBE** None

### TENTACLES



**CEPHALOPOD**

**CHAPTERS** 3 5

**WHERE FOUND** Macalania/Via Infinito Floors 36-39

**LEV** 35 [38] **HP** 2530 [10120] **MP** 64  
**EXP** 143 [220] **AP** 1 [2]

**GIL DROP** 95 [180] **GIL STEAL** 380 [760]

**STR** 44 [46] **DEF** 34 **AGL** 61 [77]  
**EVA** 0 **ACC** 6 [8] **LUCK** 0  
**MAG** 38 **MAG DEF** 47


None None None None  
Absorb Absorb None None

**IMM** Pet., Sp., Cur., Slp., M.D.

**DEF EFF** Dth. (80), Slp. (80 [0]), Poi. (30 [0]), Con. (50 [Res.]), Ber. (100 [Res.]), Ejt. (12 [22]), Zan. (4 [10])

**DROP RATIO** 128/255 [255/255]  
**ITEM DROP** Phoenix Down x1 [Phoenix Down x4]  
**RARE DROP** Phoenix Down x2 [Phoenix Down x5]  
**STEAL RATIO** 128/255 [255/255]  
**STOLEN ITEM** Phoenix Down x1 [Mega Phoenix x2]  
**RARE STEAL** Blue Ring x1 [Mega Phoenix x3]  
**BRIBE ITEM** Blue Ring x1 [Mega Phoenix x16]  
**RARE BRIBE** Cerulean Ring x1 [Mega Phoenix x20]

### TINDALOS



**LUPINE**

**CHAPTERS** 5

**WHERE FOUND** Farplane/Via Infinito Floors 61-64

**LEV** 30 [36] **HP** 3324 [7330] **MP** 12  
**EXP** 900 [985] **AP** 1 [2]

**GIL DROP** 315 [550] **GIL STEAL** 660 [1200]

**STR** 40 **DEF** 19 **AGL** 135 [152]  
**EVA** 33 [41] **ACC** 3 [4] **LUCK** 0  
**MAG** 4 [8] **MAG DEF** 3 [4]


None None None None  
None None Invalid None

**IMM** Sp., [Con.], [Ber.], Cur., Slp. (0), M.D.

**DEF EFF** Dth. (80) Ejt. (13 [26]), Zan. (1 [6])

**DROP RATIO** 128/255 [255/255]  
**ITEM DROP** Antidote x1 [Sprint Shoes x1]  
**RARE DROP** Hi-Potion x2 [Sprint Shoes x1]  
**STEAL RATIO** 255/255 [128/255]  
**STOLEN ITEM** Hi-Potion x1 [Chocobo Feather x1]  
**RARE STEAL** Hi-Potion x1 [Chocobo Feather x1]  
**BRIBE ITEM** Chocobo Feather x20 [Chocobo Wing x30]  
**RARE BRIBE** Chocobo Feather x30 [Chocobo Wing x40]

### TOMB



**DOOMSTONE**

**CHAPTERS** 3 5

**WHERE FOUND** Djose Highroad/Calm Lands/Via Infinito Floors 27-29

**LEV** 27 **HP** 4820 **MP** 999  
**EXP** 480 **AP** 1

**GIL DROP** 130 **GIL STEAL** 380

**STR** 34 **DEF** 66 **AGL** 85  
**EVA** 0 **ACC** 3 **LUCK** 0  
**MAG** 64 **MAG DEF** 1


Half Half Half  
Weak Invalid Weak

**IMM** Dth., Pet., Slp., Stl., Cur., Slw., Slp., Doom, M.D.

**DEF EFF** Drk. (100), Poi. (100), Con. (100), Ber. (50), Ejt. (24), Zan. (7)

**DROP RATIO** 128/255  
**ITEM DROP** Remedy x1  
**RARE DROP** White Cape x1  
**STEAL RATIO** 128/255  
**STOLEN ITEM** Remedy x1  
**RARE STEAL** Black Choker x1  
**BRIBE ITEM** Faerie Earrings x1  
**RARE BRIBE** Faerie Earrings x1

### TONBERRY



**TONBERRY**

**CHAPTERS** 1 2 5

**WHERE FOUND** Mushroom Rock/Via Infinito

LEV	21 [25]	HP	9999 [39996]	MP	0
EXP	120 [250]	AP	2 [3]		

GIL DROP	300 [600]	GIL STEAL	1500 [3000]
----------	-----------	-----------	-------------

STR	16	DEF	46	AGL	71 [78]
EVA	0	ACC	4 [5]	LUCK	0
MAG	3	MAG DEF	4		


None	None	None	None
Half	Invalid	Invalid	None

**IMM** All

**DEF EFF** Etl. (100 [200]), Zan. (60 [110])

DROP RATIO	128/255 [255/255]
ITEM DROP	Hi-Potion x1 [Turbo Ether x2]
RARE DROP	Ether x1 [Turbo Ether x2]
STEAL RATIO	64/255
STOLEN ITEM	Ether x1 [Turbo Ether x1]
RARE STEAL	Ether x1 [Turbo Ether x1]
BRIBE ITEM	Ether x99 [Sword Lore x3]
RARE BRIBE	Ether x99 [Sword Lore x4]

### TREMA



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Via Infinito Bottom Floor

LEV	99	HP	999999	MP	999
EXP	10000	AP	50		

GIL DROP	10000	GIL STEAL	300
----------	-------	-----------	-----

STR	255	DEF	255	AGL	128
EVA	99	ACC	26	LUCK	0
MAG	255	MAG DEF	255		

None	None	None	None
None	Invalid	Invalid	None

**IMM** All

**DEF EFF** Zan. (255)

DROP RATIO	255/255
ITEM DROP	Dark Matter x1
RARE DROP	Dark Matter x2
STEAL RATIO	128/255
STOLEN ITEM	Ether x1
RARE STEAL	Turbo Ether x2
BRIBE ITEM	None
RARE BRIBE	None

### ULTIMA WEAPON



**WEAPON**

**CHAPTERS** 5

**WHERE FOUND** Ruin Depths/Via Infinito Floors 47-49

LEV	82 [86]	HP	34300 [67516]	MP	9999
EXP	3350 [4230]	AP	1 [2]		

GIL DROP	3000 [4200]	GIL STEAL	3000 [6000]
----------	-------------	-----------	-------------

STR	74 [86]	DEF	53 [63]	AGL	112 [156]
EVA	0	ACC	4 [10]	LUCK	0
MAG	32 [82]	MAG DEF	33 [83]		


None	None	None	None
None	Invalid	Invalid	None

**IMM** All but Etl.

**DEF EFF** Etl. (200 [220]), Zan. (100 [120])

DROP RATIO	255/255
ITEM DROP	Safety Bit x1 [Rune Bracer x1]
RARE DROP	Rune Bracer x1 [Crystal Bangle x1]
STEAL RATIO	128/255
STOLEN ITEM	Supreme Gem x1
RARE STEAL	Supreme Gem x2
BRIBE ITEM	Defense Bracer x6 [Ribbon x3]
RARE BRIBE	Ribbon x1 [Ribbon x3]

### VALEFOR



**NONE**

**CHAPTERS** 3

**WHERE FOUND** Besaid

LEV	22	HP	8430	MP	9999
EXP	1500	AP	15		

GIL DROP	1200	GIL STEAL	1500
----------	------	-----------	------

STR	97	DEF	11	AGL	125
EVA	25	ACC	3	LUCK	0
MAG	76	MAG DEF	20		


None	None	None	None
None	Invalid	Invalid	None

**IMM** Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Etl., Sp., Doom, Del., Pl., M.D.

**DEF EFF** Zan. (80)

DROP RATIO	255/255
ITEM DROP	Moon Bracer x1
RARE DROP	Moon Bracer x1
STEAL RATIO	128/255
STOLEN ITEM	Healing Spring x4
RARE STEAL	Healing Spring x6
BRIBE ITEM	None
RARE BRIBE	None

### VARAN



**IMP**

**CHAPTERS** 4 5

**WHERE FOUND** Besaid/Moonflow/Thunder Plains/Macalania/Calm Lands/Various

LEV	28	HP	1132	MP	480
EXP	410	AP	1		

GIL DROP	240	GIL STEAL	443
----------	-----	-----------	-----

STR	6	DEF	43	AGL	84
EVA	42	ACC	0	LUCK	0
MAG	22	MAG DEF	214		


Weak	None	None	None
None	None	None	None

**IMM** Sil., Con., Cur., Slw., Sp., M.B., Doom

**DEF EFF** Dth. (70), Pet. (50), Slip. (60), Drk. (30), Poi. (60), Ber. (30), Etl. (12), Zan. (1)

DROP RATIO	128/255
ITEM DROP	Holy Water x1
RARE DROP	Holy Water x2
STEAL RATIO	255/255
STOLEN ITEM	Dispel Tonic x1
RARE STEAL	Dispel Tonic x2
BRIBE ITEM	Dispel Tonic x24
RARE BRIBE	Dispel Tonic x30

### VEGNAGUN ARM



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

LEV	38	HP	18220	MP	9999
EXP	6000	AP	5		

GIL DROP	3000	GIL STEAL	3000
----------	------	-----------	------

STR	13	DEF	18	AGL	34
EVA	0	ACC	3	LUCK	0
MAG	13	MAG DEF	17		

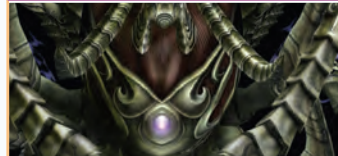
None	None	None	None
None	Invalid	Invalid	None

**IMM** All

**DEF EFF** Zan. (255)

DROP RATIO	255/255
ITEM DROP	Mythril Bangle x1
RARE DROP	Mythril Bangle x1
STEAL RATIO	128/255
STOLEN ITEM	Elixir x1
RARE STEAL	Elixir x2
BRIBE ITEM	None
RARE BRIBE	None

### VEGNAGUN CORE



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

LEV	43	HP	33040	MP	9999
EXP	7000	AP	10		

GIL DROP	3000	GIL STEAL	4000
----------	------	-----------	------

STR	54	DEF	42	AGL	35
EVA	0	ACC	4	LUCK	0
MAG	98	MAG DEF	108		


None	None	None	None
None	Invalid	Invalid	None

**IMM** All

**DEF EFF** Zan. (255)

DROP RATIO	255/255
ITEM DROP	Megalixir x1
RARE DROP	Megalixir x1
STEAL RATIO	128/255
STOLEN ITEM	Turbo Ether x1
RARE STEAL	Turbo Ether x1
BRIBE ITEM	None
RARE BRIBE	None

### VEGNAGUN FACE



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

LEV	57	HP	38420	MP	99999
EXP	0	AP	10		

GIL DROP	0	GIL STEAL	8000
----------	---	-----------	------

STR	56	DEF	52	AGL	36
EVA	0	ACC	4	LUCK	0
MAG	71	MAG DEF	59		

None	None	None	None
None	Invalid	Invalid	None


**IMM** All

**DEF EFF** Zan. (255)

DROP RATIO	None
ITEM DROP	None
RARE DROP	None
STEAL RATIO	128/255
STOLEN ITEM	Megalixir x1
RARE STEAL	Megalixir x1
BRIBE ITEM	None
RARE BRIBE	None



### VEGNAGUN TAIL



**NONE**

**CHAPTERS** 5

**WHERE FOUND** Farplane

LEV	41	HP	34200	MP	9999
EXP	5000	AP	5		

GIL DROP	3000	GIL STEAL	3000
----------	------	-----------	------

STR	77	DEF	72	AGL	115
EVA	0	ACC	3	LUCK	0
MAG	82	MAG DEF	76		


	None		None		None
	None		Invalid		None

**IMM** All

**DEF EFF** Zan. (255)

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Megalixir x1
<b>RARE DROP</b>	Megalixir x1
<b>STEAL RATIO</b>	128/255
<b>STOLEN ITEM</b>	X-Potion x4
<b>RARE STEAL</b>	X-Potion x6
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### VERTIGO



**EVIL EYE**

**CHAPTERS** 2 3 5

**WHERE FOUND** Bevelle/Via Infinito Floors 13-15

LEV	18 [22]	HP	688 [2352]	MP	57
EXP	66 [108]	AP	1 [2]		

GIL DROP	36 [78]	GIL STEAL	130 [270]
----------	---------	-----------	-----------

STR	24	DEF	31	AGL	58 [64]
EVA	14 [18]	ACC	4 [5]	LUCK	0
MAG	3	MAG DEF	7		


	None		None		None
	None		None		None

**IMM** [Con.], [Ber.], Cur., Slw. (0)

**DEF EFF** Ejt. (14 [22]), Zan. (1 [4])

<b>DROP RATIO</b>	128/255 [255/255]
<b>ITEM DROP</b>	Antidote x1 [Remedy x3]
<b>RARE DROP</b>	Holy Water x1 [Remedy x4]
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Antidote x2 [Tarot Card x1]
<b>RARE STEAL</b>	Antidote x3 [Tarot Card x1]
<b>BRIBE ITEM</b>	Silver Glasses x1 [Elxir x2]
<b>RARE BRIBE</b>	Silver Glasses x1 [Elxir x2]

### VESPA



**WASP**

**CHAPTERS** 3 5

**WHERE FOUND** Calm Lands/Mt. Gagazet/Via Infinito Floors 36-39

LEV	25 [28]	HP	983 [2758]	MP	32
EXP	185 [294]	AP	1 [2]		

GIL DROP	78 [124]	GIL STEAL	244 [460]
----------	----------	-----------	-----------

STR	36 [37]	DEF	6	AGL	101 [168]
EVA	37 [47]	ACC	12 [15]	LUCK	0
MAG	4	MAG DEF	2		


	None		Weak		None
	None		None		None

**IMM** [Con.], [Ber.], Cur., Stp. (0), [P.B.]

**DEF EFF** Ejt. (6 [8]), Zan. (0 [2])

<b>DROP RATIO</b>	128/255 [255/255]
<b>ITEM DROP</b>	Antidote x2 [Poison Fang x4]
<b>RARE DROP</b>	Remedy x1 [Poison Fang x6]
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Echo Screen x2 [Star Pendant x1]
<b>RARE STEAL</b>	Poison Fang x1 [Star Pendant x1]
<b>BRIBE ITEM</b>	Remedy x5 [Faerie Earrings x1]
<b>RARE BRIBE</b>	Remedy x6 [Faerie Earrings x1]

### VIPER SNIPER



**BANDOLEER**

**CHAPTERS** 2 5

**WHERE FOUND** Mt. Gagazet/Via Infinito Floors 13-15

LEV	18	HP	256	MP	0
EXP	10	AP	1		

GIL DROP	20	GIL STEAL	60
----------	----	-----------	----

STR	32	DEF	0	AGL	73
EVA	0	ACC	1	LUCK	0
MAG	0	MAG DEF	0		


	None		None		None
	None		None		None

**IMM** Dth., Pet., Slp., Sil., Poi., Cur., Doom

**DEF EFF** None

<b>DROP RATIO</b>	128/255
<b>ITEM DROP</b>	Budget Grenade x1
<b>RARE DROP</b>	Grenade x1
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Phoenix Down x1
<b>RARE STEAL</b>	Phoenix Down x1
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### VOLCANO



**BOMB**

**CHAPTERS** 5

**WHERE FOUND** Farplane/Via Infinito Floors 65-69

LEV	37 [44]	HP	6210 [10840]	MP	488
EXP	880 [1280]	AP	1 [2]		

GIL DROP	330 [400]	GIL STEAL	750 [1600]
----------	-----------	-----------	------------

STR	42	DEF	5	AGL	79 [80]
EVA	0	ACC	1	LUCK	0
MAG	54	MAG DEF	8		


	Absorb		None		None
	None		Invalid		None

**IMM** Slp., Sil., Con., Ber., Cur., Del., Pl., M.D.

**DEF EFF** Dth. (100), Pet. (80), Ejt. (16 [24]), Zan. (3 [5])

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Fire Gem x4 [Crimson Ring x1]
<b>RARE DROP</b>	Fire Gem x6 [Crimson Ring x1]
<b>STEAL RATIO</b>	128/255
<b>STOLEN ITEM</b>	Hi-Potion x1 [Fire Gem x2]
<b>RARE STEAL</b>	NullBlaze Ring x1 [Fire Gem x3]
<b>BRIBE ITEM</b>	Crimson Ring x2 [Soul of Thamasa x4]
<b>RARE BRIBE</b>	Soul of Thamasa x1 [Soul of Thamasa x6]

### WASP QUEEN



**WASP**

**CHAPTERS** 5

**WHERE FOUND** Bikanel/Via Infinito Floors 50-59

LEV	38 [46]	HP	7334 [9815]	MP	23
EXP	230 [310]	AP	1 [2]		

GIL DROP	98 [153]	GIL STEAL	180 [380]
----------	----------	-----------	-----------

STR	62 [88]	DEF	13	AGL	82 [124]
EVA	50 [63]	ACC	1	LUCK	0
MAG	18 [28]	MAG DEF	3		


	None		None		None
	None		Invalid		None

**IMM** Dth., Pet., Slp., Sil., Dk., Poi., Con., Ber., Cur., Slw. (0), Stp. (0), [P.B.], Doom (0), Del., Pl., M.D.

**DEF EFF** Ejt. (40 [60]), Zan. (22 [33])

<b>DROP RATIO</b>	128/255 [255/255]
<b>ITEM DROP</b>	Poison Fang x2 [Poison Fang x4]
<b>RARE DROP</b>	Poison Fang x2 [Poison Fang x5]
<b>STEAL RATIO</b>	128/255
<b>STOLEN ITEM</b>	Poison Fang x2 [Poison Fang x4]
<b>RARE STEAL</b>	Poison Fang x2 [Poison Fang x4]
<b>BRIBE ITEM</b>	Poison Fang x99
<b>RARE BRIBE</b>	Poison Fang x99

### WATCHER-A



**MACHINA**

**CHAPTERS** 3 4 5

**WHERE FOUND** Besaid/Kilika Island/Mi'ihen Highroad/Mushroom Rock/Various

LEV	44	HP	624	MP	512
EXP	100	AP	1		

GIL DROP	0	GIL STEAL	None
----------	---	-----------	------

STR	38	DEF	33	AGL	50
EVA	0	ACC	0	LUCK	0
MAG	55	MAG DEF	50		


	None		None		Absorb
	None		Invalid		None

**IMM** Dth., Pet., Slp., Sil., Dk., Poi., Con., Ber., Cur., Ejt., Doom, Del., Pl., M.D.

**DEF EFF** None

<b>DROP RATIO</b>	32/255
<b>ITEM DROP</b>	Potion x1
<b>RARE DROP</b>	Hi-Potion x1
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Potion x1
<b>RARE STEAL</b>	Potion x2
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### WATCHER-R



**MACHINA**

**CHAPTERS** 3 4 5

**WHERE FOUND** Besaid/Kilika Island/Mi'ihen Highroad/Mushroom Rock/Various

LEV	45	HP	620	MP	512
EXP	100	AP	1		

GIL DROP	0	GIL STEAL	None
----------	---	-----------	------

STR	40	DEF	33	AGL	50
EVA	0	ACC	0	LUCK	0
MAG	55	MAG DEF	50		


	None		None		Absorb
	None		Invalid		None

**IMM** Dth., Pet., Slp., Sil., Dk., Poi., Con., Ber., Cur., Ejt., Doom, Del., Pl., M.D.







**DEF EFF** None

<b>DROP RATIO</b>	32/255
<b>ITEM DROP</b>	Potion x1
<b>RARE DROP</b>	Hi-Potion x1
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Potion x1
<b>RARE STEAL</b>	Potion x2
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None


### WATCHER-S









#### MACHINA

CHAPTERS				3	4	5
<b>WHERE FOUND</b> Besaid/Kilika Island/Mi'ihen Highlands/Mushroom Rock/Various						
LEV	44	HP	620	MP	512	
EXP	100	AP	1			
<b>GIL DROP</b>		0		<b>GIL STEAL</b>		0
STR	40	DEF	33	AGL	50	
EVA	0	ACC	0	LUCK	0	
MAG	55		MAG DEF	50		
	None		None		Absorb	
	None		Invalid		None	
<b>IMM</b> Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Ejt., Doom, Del., P.L., M.D.						
<b>DEF EFF</b> None						
<b>DROP RATIO</b>		32/255				
<b>ITEM DROP</b>		Potion x1				
<b>RARE DROP</b>		Hi-Potion x1				
<b>STEAL RATIO</b>		255/255				
<b>STOLEN ITEM</b>		Potion x1				
<b>RARE STEAL</b>		Potion x2				
<b>BRIBE ITEM</b>		None				
<b>RARE BRIBE</b>		None				


### WHITE ELEMENTAL









#### ELEMENTAL

CHAPTERS		1	2			5
<b>WHERE FOUND</b> Macalania/Zanarkand Ruins/Others						
LEV	14 [18]	HP	77 [308]	MP	155	
EXP	28 [53]	AP	1 [2]			
<b>GIL DROP</b>		26 [50]		<b>GIL STEAL</b>		104 [220]
STR	1	DEF	31 [33]	AGL	58 [64]	
EVA	0	ACC	0	LUCK	0	
MAG	198 [202]		MAG DEF	105		
	Weak		Absorb		Invalid	
	Invalid		None		None	
<b>IMM</b> Pet., Slip., Con., Ber., Cur., (M.B.)						
<b>DEF EFF</b> Ejt. (6 [10]), Zan. (0 [3])						
<b>DROP RATIO</b>		128/255 [255/255]				
<b>ITEM DROP</b>		Potion x1 [Antarctic Wind x3]				
<b>RARE DROP</b>		Antarctic Wind x1 [Antarctic Wind x4]				
<b>STEAL RATIO</b>		255/255				
<b>STOLEN ITEM</b>		Antarctic Wind x1 [Arctic Wind x2]				
<b>RARE STEAL</b>		Antarctic Wind x2 [Arctic Wind x3]				
<b>BRIBE ITEM</b>		Ice Gem x1 [Ice Gem x8]				
<b>RARE BRIBE</b>		Ice Gem x2 [Ice Gem x10]				


### WHITE FANG









#### LUPINE

CHAPTERS		1	2			5
<b>WHERE FOUND</b> Mt. Gagazet/Via Infinito Floors 16-19						
LEV	13 [16]	HP	378 [1412]	MP	4	
EXP	40 [78]	AP	1 [2]			
<b>GIL DROP</b>		48 [90]		<b>GIL STEAL</b>		160 [320]
STR	32	DEF	6	AGL	74 [79]	
EVA	6 [8]	ACC	3 [4]	LUCK	0	
MAG	3		MAG DEF	1		
	None		None		None	
	None		None		None	
<b>IMM</b> Slip., (Con.), (Ber.), Cur.						
<b>DEF EFF</b> Ejt. (11 [24]), Zan. (1 [6])						
<b>DROP RATIO</b>		96/255 [255/255]				
<b>ITEM DROP</b>		Potion x1 [Hi-Potion x3]				
<b>RARE DROP</b>		Hi-Potion x1 [Hi-Potion x4]				
<b>STEAL RATIO</b>		255/255				
<b>STOLEN ITEM</b>		Potion x1 [Hi-Potion x4]				
<b>RARE STEAL</b>		Phoenix Down 1 [Hi-Potion x5]				
<b>BRIBE ITEM</b>		Hi-Potion x4 [Chocobo Wing x3]				
<b>RARE BRIBE</b>		Hi-Potion x5 [Chocobo Wing x4]				


### WIGHT









#### REVENANT

CHAPTERS					5	
<b>WHERE FOUND</b> Farplane/Via Infinito Floors 75-79						
LEV	38	HP	4278	MP	2100	
EXP	1130	AP	1			
<b>GIL DROP</b>		520		<b>GIL STEAL</b>		1300
STR	12	DEF	48	AGL	68	
EVA	0	ACC	2	LUCK	0	
MAG	99		MAG DEF	92		
	Varies		Varies		Changes	
	Varies		Absorb		Weak	
<b>IMM</b> Dth., Pet., Slip., Sil., Drk., Poi., Con., Ber., Cur., Slip., Sw., Doom, Del., P.L., M.D.						
<b>DEF EFF</b> Ejt. (28), Zan. (8)						
<b>DROP RATIO</b>		64/255				
<b>ITEM DROP</b>		Ether x2				
<b>RARE DROP</b>		Ether x3				
<b>STEAL RATIO</b>		255/255				
<b>STOLEN ITEM</b>		Stamina Spring x1				
<b>RARE STEAL</b>		Stamina Spring x2				
<b>BRIBE ITEM</b>		Soul Spring x18				
<b>RARE BRIBE</b>		Soul Spring x24				


### WILD WOLF









#### LUPINE

CHAPTERS		1	2	3		5
<b>WHERE FOUND</b> Mi'ihen Highroad/Calm Lands/Via Infinito Floors 10-12						
LEV	8 [11]	HP	185 [740]	MP	0	
EXP	10 [26]	AP	1 [2]			
<b>GIL DROP</b>		12 [28]		<b>GIL STEAL</b>		70 [160]
STR	20 [21]	DEF	3	AGL	73 [81]	
EVA	3 [4]	ACC	3 [4]	LUCK	0	
MAG	2		MAG DEF	1		
	None		None		None	
	None		None		None	
<b>IMM</b> (Con.), (Ber.), Cur.						
<b>DEF EFF</b> Ejt. (10[20]), Zan. (1[5])						
<b>DROP RATIO</b>		128/255 [255/255]				
<b>ITEM DROP</b>		Potion x1 [Hi-Potion x3]				
<b>RARE DROP</b>		Potion x2 [Hi-Potion x4]				
<b>STEAL RATIO</b>		255/255				
<b>STOLEN ITEM</b>		Potion x1 [Hi-Potion x2]				
<b>RARE STEAL</b>		Phoenix Down x1 [Phoenix Down x3]				
<b>BRIBE ITEM</b>		Phoenix Down x12 [Phoenix Down x30]				
<b>RARE BRIBE</b>		Phoenix Down x16 [Phoenix Down x40]				


### XIPHACTINUS









#### DINOFISH

CHAPTERS		1	2			5
<b>WHERE FOUND</b> Macalania/Via Infinito Floors 13-15						
LEV	12 [14]	HP	773 [2892]	MP	0	
EXP	77 [102]	AP	1 [2]			
<b>GIL DROP</b>		30		<b>GIL STEAL</b>		130 [220]
STR	77	DEF	18	AGL	53 [58]	
EVA	0	ACC	4 [5]	LUCK	0	
MAG	112		MAG DEF	0		
	None		None		Weak	
	None		Weak		None	
<b>IMM</b> Pet., Slip., (Con.), (Ber.), Cur.						
<b>DEF EFF</b> Drk. (50 [80]), Poi. (10 [30]), Ejt. (14 [18]), Zan. (3 [5])						
<b>DROP RATIO</b>		128/255 [255/255]				
<b>ITEM DROP</b>		Fish Scale x1 [Water Gem x2]				
<b>RARE DROP</b>		Fish Scale x2 [Water Gem x3]				
<b>STEAL RATIO</b>		255/255				
<b>STOLEN ITEM</b>		Fish Scale x1 [Water Gem x2]				
<b>RARE STEAL</b>		Fish Scale x1 [Water Gem x3]				
<b>BRIBE ITEM</b>		Water Gem x24 [NulTide Ring x1]				
<b>RARE BRIBE</b>		Water Gem x30 [NulTide Ring x1]				


### YAC-13









#### MECH

CHAPTERS			2			5
<b>WHERE FOUND</b> Bevelle/Via Infinito Floors 16-19						
LEV	17	HP	1380	MP	0	
EXP	80	AP	1			
<b>GIL DROP</b>		25		<b>GIL STEAL</b>		240
STR	31	DEF	29	AGL	50	
EVA	0	ACC	0	LUCK	0	
MAG	52		MAG DEF	0		
	None		None		Weak	
	None		None		None	
<b>IMM</b> Dth., Pet., Slip., Sil., Poi., Con., Ber., Cur., Slw., Doom						
<b>DEF EFF</b> Ejt. (18), Zan. (2)						
<b>DROP RATIO</b>		128/255				
<b>ITEM DROP</b>		S-Bomb x1				
<b>RARE DROP</b>		Silence Grenade x1				
<b>STEAL RATIO</b>		128/255				
<b>STOLEN ITEM</b>		S-Bomb x1				
<b>RARE STEAL</b>		Sleep Grenade x1				
<b>BRIBE ITEM</b>		None				
<b>RARE BRIBE</b>		None				

### YAC-62




#### MECH

CHAPTERS				3		5
<b>WHERE FOUND</b> Bevelle/Via Infinito Floors 44-46						
LEV	31	HP	4100	MP	0	
EXP	255	AP	1			
<b>GIL DROP</b>		94		<b>GIL STEAL</b>		300
STR	42	DEF	58	AGL	62	
EVA	0	ACC	0	LUCK	0	
MAG	52		MAG DEF	0		
	None		None		Weak	
	None		Invalid		None	
<b>IMM</b> Dth., Pet., Slip., Sil., Poi., Con., Ber., Cur., Slip., Doom, M.D.						
<b>DEF EFF</b> Ejt. (18), Zan. (2)						
<b>DROP RATIO</b>		128/255				
<b>ITEM DROP</b>		Sleep Grenade x1				
<b>RARE DROP</b>		Darkness Grenade x1				
<b>STEAL RATIO</b>		255/255				
<b>STOLEN ITEM</b>		Darkness Grenade x1				
<b>RARE STEAL</b>		Sleep Grenade x1				
<b>BRIBE ITEM</b>		None				
<b>RARE BRIBE</b>		None				



### YAIBAL



**NONE**







**CHAPTERS** 5

**WHERE FOUND** Mushroom Rock

LEV	26	HP	4330	MP	48
EXP	500	AP	1		

GIL DROP	100	GIL STEAL	1000
----------	-----	-----------	------

STR	55	DEF	12	AGL	71
EVA	0	ACC	8	LUCK	0
MAG	47	MAG DEF	10		


	None		None		None
	None		Invalid		None

**IMM** Dth., Pet., Slp., Sil., Ber., Cur., Ejt., Slw., Stp., Doom, Del., Pl., M.D.

**DEF EFF** Drk. (20), Poi. (20), Con. (100), Zan. (10)

DROP RATIO	255/255
ITEM DROP	Muscle Belt x1
RARE DROP	Muscle Belt x1
STEAL RATIO	255/255
STOLEN ITEM	Chocobo Feather x1
RARE STEAL	Chocobo Feather x2
BRIBE ITEM	None
RARE BRIBE	None

### YAU-28



**MECH**







**CHAPTERS** 2 5

**WHERE FOUND** Bevelle/Bevelle Floors 16-19

LEV	18	HP	1270	MP	0
EXP	80	AP	1		

GIL DROP	25	GIL STEAL	240
----------	----	-----------	-----

STR	52	DEF	0	AGL	81
EVA	0	ACC	0	LUCK	0
MAG	48	MAG DEF	36		


	None		None		None
	None		None		None

**IMM** Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Stp., Doom

**DEF EFF** Ejt. (18), Zan. (4)

DROP RATIO	255/255
ITEM DROP	S-Bomb x1
RARE DROP	Darkness Grenade x1
STEAL RATIO	128/255
STOLEN ITEM	Grenade x1
RARE STEAL	S-Bomb
BRIBE ITEM	None
RARE BRIBE	None

### YAU-71



**MECH**







**CHAPTERS** 3 5

**WHERE FOUND** Kilika Island/Bevelle/Via Infinito Floors 44-46

LEV	34	HP	3800	MP	0
EXP	255	AP	1		

GIL DROP	94	GIL STEAL	300
----------	----	-----------	-----

STR	42	DEF	0	AGL	89
EVA	0	ACC	0	LUCK	0
MAG	52	MAG DEF	36		


	None		None		None
	None		Invalid		None

**IMM** Dth., Pet., Slp., Sil., Poi., Con., Ber., Cur., Stp., Doom, M.D.

**DEF EFF** Ejt. (18), Zan. (4)

DROP RATIO	128/255
ITEM DROP	Sleep Grenade x1
RARE DROP	Silence Grenade x1
STEAL RATIO	255/255
STOLEN ITEM	Silence Grenade x1
RARE STEAL	Sleep Grenade x1
BRIBE ITEM	None
RARE BRIBE	None

### YELLOW ELEMENTAL



**ELEMENTAL**







**CHAPTERS** 1 5

**WHERE FOUND** Mt. Gagazet/Via Infinito Floors 4-6

LEV	1 [2]	HP	12 [48]	MP	120
EXP	2 [8]	AP	1 [2]		

GIL DROP	24 [43]	GIL STEAL	100 [200]
----------	---------	-----------	-----------

STR	2	DEF	5	AGL	62 [68]
EVA	0	ACC	0	LUCK	0
MAG	188	MAG DEF	100		


	Invalid		Invalid		Absorb
	Weak		None		None

**IMM** Pet., Slp., Con., Ber., Cur., [M.B.]

**DEF EFF** Ejt. (6 [10]), Zan. (0 [3])

DROP RATIO	128/255 [255/255]
ITEM DROP	Potion x1 [Electro Marble x3]
RARE DROP	Phoenix Down x1 [Electro Marble x4]
STEAL RATIO	255/255
STOLEN ITEM	Potion x1 [Electro Marble x1]
RARE STEAL	Electro Marble x1 [Lightning Marble x1]
BRIBE ITEM	Electro Marble x1 [Lightning Marble x2]
RARE BRIBE	Lightning Marble x1 [Lightning Marble x2]

### YEVON DEFENDER



**NONE**







**CHAPTERS** 1 2

**WHERE FOUND** Kilika Island/Bevelle

LEV	12	HP	186	MP	38
EXP	10	AP	1		

GIL DROP	40	GIL STEAL	100
----------	----	-----------	-----

STR	16	DEF	8	AGL	49
EVA	0	ACC	1	LUCK	0
MAG	27	MAG DEF	22		


	None		None		None
	None		None		None

**IMM** Cur.

**DEF EFF** None

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Hi-Potion x1
BRIBE ITEM	Phoenix Down x12
RARE BRIBE	X-Potion x1

### YEVON GUARD



**NONE**







**CHAPTERS** 1 2

**WHERE FOUND** Kilika Island/Bevelle

LEV	11	HP	223	MP	22
EXP	10	AP	1		

GIL DROP	40	GIL STEAL	100
----------	----	-----------	-----

STR	32	DEF	6	AGL	62
EVA	0	ACC	2	LUCK	0
MAG	33	MAG DEF	27		


	None		None		None
	None		None		None

**IMM** Cur.

**DEF EFF** None

DROP RATIO	128/255
ITEM DROP	Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Budget Grenade x1
RARE STEAL	Hi-Potion x1
BRIBE ITEM	Phoenix Down x12
RARE BRIBE	Phoenix Down x16

### YEVON STRIKER



**NONE**







**CHAPTERS** 3 5

**WHERE FOUND** Kilika Island

LEV	32	HP	1730	MP	65
EXP	80	AP	1		

GIL DROP	140	GIL STEAL	300
----------	-----	-----------	-----

STR	36	DEF	17	AGL	73
EVA	0	ACC	2	LUCK	0
MAG	33	MAG DEF	31		


	None		None		None
	None		None		None

**IMM** Cur., Slw., Stp.

**DEF EFF** None

DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Holy Water x1
RARE STEAL	Ether x1
BRIBE ITEM	Ether x10
RARE BRIBE	Ether x12

### YEVON'S FINEST



**NONE**







**CHAPTERS** 3 5

**WHERE FOUND** Kilika Island

LEV	22	HP	1722	MP	89
EXP	80	AP	1		

GIL DROP	140	GIL STEAL	300
----------	-----	-----------	-----

STR	22	DEF	22	AGL	62
EVA	0	ACC	1	LUCK	0
MAG	28	MAG DEF	23		


	None		None		None
	None		None		None

**IMM** Cur., Slw., Stp.

**DEF EFF** None

DROP RATIO	128/255
ITEM DROP	Hi-Potion x1
RARE DROP	Phoenix Down x1
STEAL RATIO	255/255
STOLEN ITEM	Holy Water x1
RARE STEAL	Fiery Gleam x1
BRIBE ITEM	X-Potion x4
RARE BRIBE	X-Potion x5

### YOJIMBO



**NONE**

**CHAPTERS** 3 5

**WHERE FOUND** Calm Lands

LEV	36	HP	22000	MP	9999
EXP	2000	AP	15		

**GIL DROP** 1500 **GIL STEAL** 2000

STR	44	DEF	61	AGL	120
EVA	0	ACC	7	LUCK	0
MAG	50	MAG DEF	106		


None	None	None	None
None	Invalid	Invalid	None

**IMM** All

**DEF EFF** Zan. (120)

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Recovery Bracer x1
<b>RARE DROP</b>	Recovery Bracer x1
<b>STEAL RATIO</b>	128/255
<b>STOLEN ITEM</b>	Power Wrist x1
<b>RARE STEAL</b>	Power Wrist x1
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### YLSLS-99



**DEFENDER**

**CHAPTERS** 2 3 5

**WHERE FOUND** Bevelle/Via Infinito Floors 21-23

LEV	18 [22]	HP	2775 [6838]	MP	0
EXP	200 [300]	AP	1 [2]		

**GIL DROP** 400 [800] **GIL STEAL** 1000 [2000]

STR	92	DEF	0	AGL	50 [60]
EVA	0	ACC	2 [3]	LUCK	0
MAG	71 [81]	MAG DEF	62		


None	None	None	None
None	Invalid	Invalid	None

**IMM** Dth., Pet., Slip., Sil. (0), Poi. (0), Con., Ber., Cur. (0), Slw., Stp., Doom, Pl., M.D.

**DEF EFF** Ejt. (28 [54]), Zan. (8 [10])

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Stamina Tablet x1 [Diamond Gloves x1]
<b>RARE DROP</b>	Stamina Tablet x1 [Diamond Gloves x1]
<b>STEAL RATIO</b>	128/255 [255/255]
<b>STOLEN ITEM</b>	Mythril Gloves x1 [Power Gloves x1]
<b>RARE STEAL</b>	Defense Veil x1 [Power Gloves x1]
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### YLSLS-ZERO



**DEFENDER**

**CHAPTERS** 1 2 5

**WHERE FOUND** Kilika Island/Bevelle/Via Infinito Floors 10-12

LEV	11 [13]	HP	1935 [4831]	MP	0
EXP	350 [610]	AP	1 [2]		

**GIL DROP** 100 [1200] **GIL STEAL** 1400 [3000]

STR	74	DEF	0	AGL	62 [74]
EVA	0	ACC	2 [3]	LUCK	0
MAG	104	MAG DEF	3		


None	None	None	None
None	Invalid	Invalid	None

**IMM** Dth., Pet., Slip., Sil. (0), Poi. (0), Con., Ber., Cur. (0), Stp., Doom, Pl., M.D.

**DEF EFF** Ejt. (32 [60]), Zan. (10 [12])

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Wristband x1 [Hyper Wrist x1]
<b>RARE DROP</b>	Wristband x1 [Hyper Wrist x1]
<b>STEAL RATIO</b>	128/255 [255/255]
<b>STOLEN ITEM</b>	Mythril Gloves x1 [Diamond Gloves x1]
<b>RARE STEAL</b>	Mythril Gloves x1 [Diamond Gloves x1]
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### ZALAMANDER



**DRAGON**

**CHAPTERS** 4 5

**WHERE FOUND** Thunder Plains/Via Infinito Floors 41-43

LEV	41 [49]	HP	12850 [14243]	MP	276
EXP	1200 [2100]	AP	1 [2]		

**GIL DROP** 930 [1300] **GIL STEAL** 1300 [2500]

STR	123 [134]	DEF	51 [61]	AGL	98 [126]
EVA	0	ACC	4 [5]	LUCK	0
MAG	84 [99]	MAG DEF	72 [74]		


None	None	Weak	None
None	Invalid	Invalid	None

**IMM** All but Drk., Ejt.

**DEF EFF** Drk. (50), Ejt. (45 [55]), Zan. (15 [25])

<b>DROP RATIO</b>	255/255
<b>ITEM DROP</b>	Crimson Ring x1 [Sublimator x1]
<b>RARE DROP</b>	Crimson Ring x1 [Sublimator x1]
<b>STEAL RATIO</b>	255/255 [64/255]
<b>STOLEN ITEM</b>	Sublimator x1 [Freezerburn x1]
<b>RARE STEAL</b>	Sublimator x1 [Freezerburn x1]
<b>BRIBE ITEM</b>	Crimson Ring x2 [Tetra Band x1]
<b>RARE BRIBE</b>	Crimson Ring x3 [Tetra Band x1]

### ZARICH



**NONE**

**CHAPTERS** 3 5

**WHERE FOUND** Bikanel

LEV	36	HP	5440	MP	9999
EXP	0	AP	0		

**GIL DROP** 0 **GIL STEAL** None

STR	70	DEF	25	AGL	82
EVA	0	ACC	1	LUCK	0
MAG	0	MAG DEF	99		

Half	Half	Half	Half
Half	Invalid	Invalid	Half

**IMM** P.B., M.B., L.C., E.C., A.C.

**DEF EFF** Zan. (255)

<b>DROP RATIO</b>	None
<b>ITEM DROP</b>	None
<b>RARE DROP</b>	None
<b>STEAL RATIO</b>	None
<b>STOLEN ITEM</b>	None
<b>RARE STEAL</b>	None
<b>BRIBE ITEM</b>	None
<b>RARE BRIBE</b>	None

### ZU



**ROC**

**CHAPTERS** 3 5

**WHERE FOUND** Mi'ihen Highroad/Bikanel/Via Infinito Floors 27-29

LEV	27 [32]	HP	9338 [10805]	MP	112
EXP	730 [1320]	AP	1 [2]		

**GIL DROP** 164 [340] **GIL STEAL** 860 [2500]

STR	72 [82]	DEF	28	AGL	64 [83]
EVA	11 [19]	ACC	8 [10]	LUCK	0
MAG	118	MAG DEF	10		


None	None	None	None
None	Invalid	Invalid	None

**IMM** Pet., Slip., Drk., Poi., Con., Ber., Cur., Stp., P.B., M.B., Doom, Del., Pl., M.D.

**DEF EFF** Dth. (100), Sil. (50), Ejt. (40 [53]), Zan. (14 [26])

<b>DROP RATIO</b>	128/255 [255/255]
<b>ITEM DROP</b>	Phoenix Down x2 [Fiery Gleam x1]
<b>RARE DROP</b>	Fiery Gleam x1
<b>STEAL RATIO</b>	128/255 [255/255]
<b>STOLEN ITEM</b>	Phoenix Down x1 [Crimson Ring x1]
<b>RARE STEAL</b>	Phoenix Down x1 [Crimson Ring x2]
<b>BRIBE ITEM</b>	Blind Shock x1 [Sublimator x1]
<b>RARE BRIBE</b>	Blind Shock x3 [Sublimator x2]

### ZURVAN



**IMP**

**CHAPTERS** 3 5

**WHERE FOUND** Besaid/Bikanel/Calm Lands/Various

LEV	22	HP	583	MP	310
EXP	88	AP	1		

**GIL DROP** 70 **GIL STEAL** 270

STR	1	DEF	41	AGL	83
EVA	31	ACC	0	LUCK	0
MAG	20	MAG DEF	211		

Weak	None	None	None
None	None	None	None

**IMM** Sil., Con., Cur., Stp., M.B., Doom

**DEF EFF** Dth. (70), Pet. (50), Slip. (60), Drk. (20), Poi. (60), Ber. (30), Ejt. (10), Zan. (1)

<b>DROP RATIO</b>	128/255
<b>ITEM DROP</b>	Hi-Potion x1
<b>RARE DROP</b>	Phoenix Down x1
<b>STEAL RATIO</b>	255/255
<b>STOLEN ITEM</b>	Dispel Tonic x1
<b>RARE STEAL</b>	Dispel Tonic x2
<b>BRIBE ITEM</b>	Dispel Tonic x10
<b>RARE BRIBE</b>	Dispel Tonic x12



# FINAL FANTASY X | X-2

## HD Remaster

### Official Strategy Guide

By Casey Loe and Joe Epstein

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CHARACTER DESIGN: TETSUYA NOMURA

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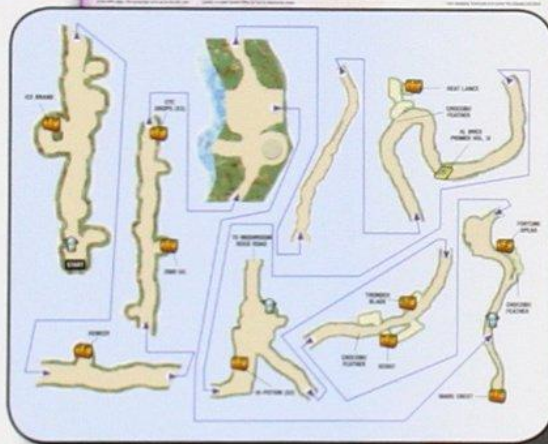


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